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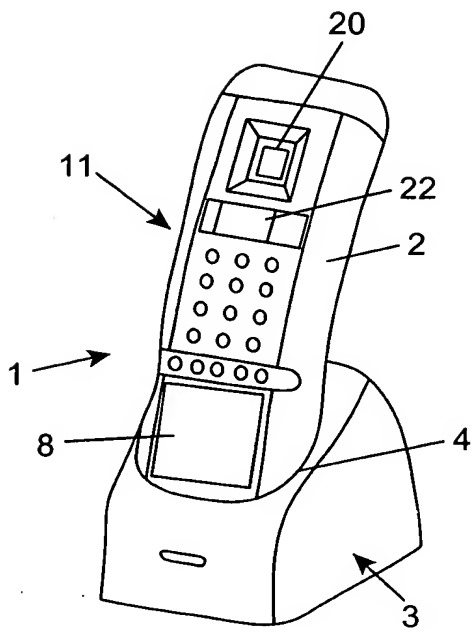


FIG. 1A

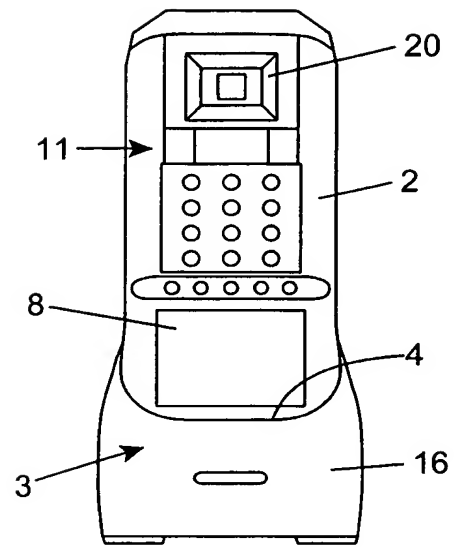


FIG. 1B

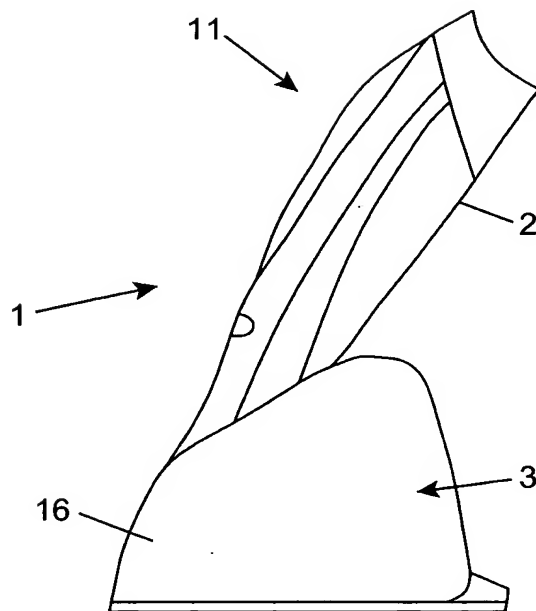


FIG. 1C

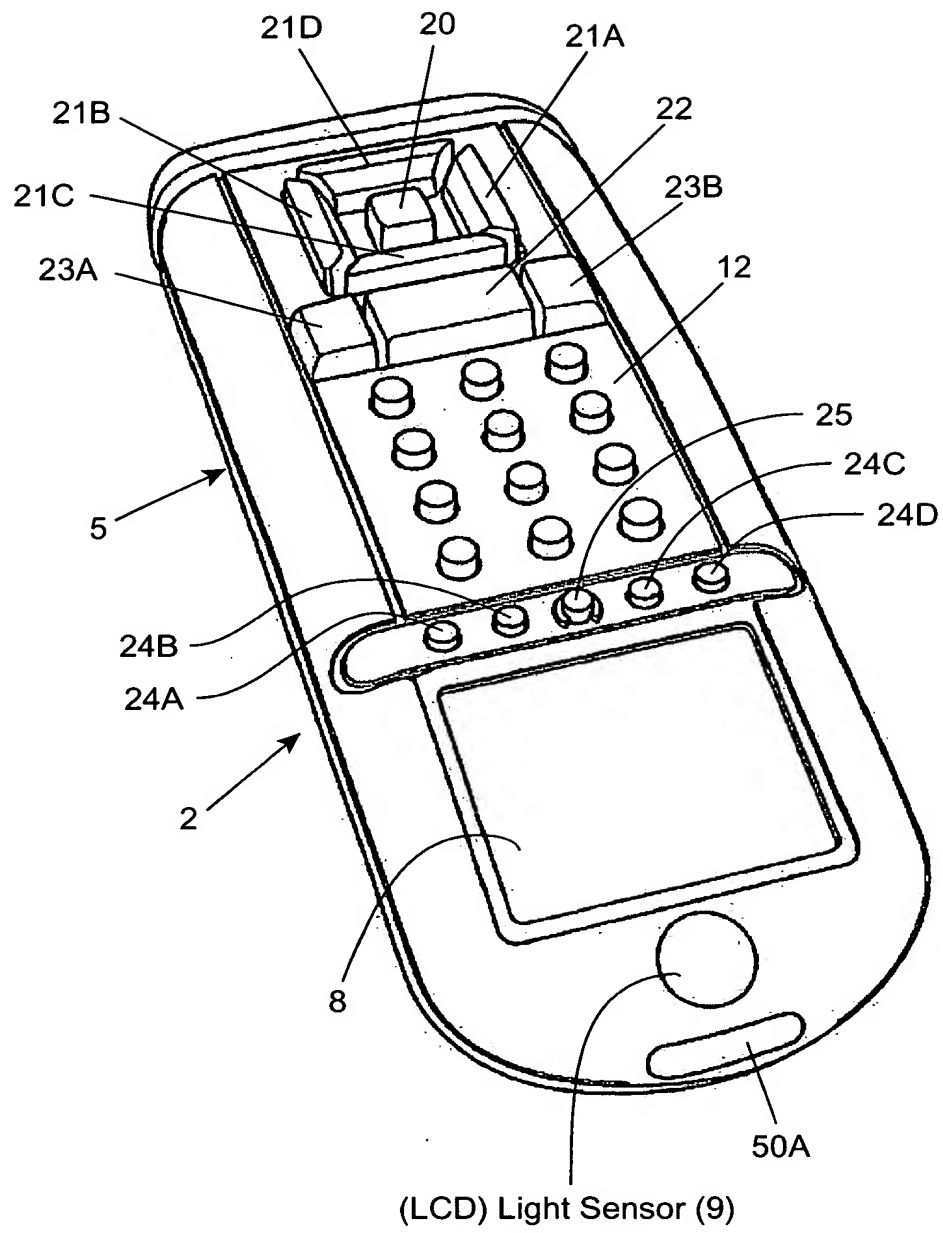


FIG. 2A

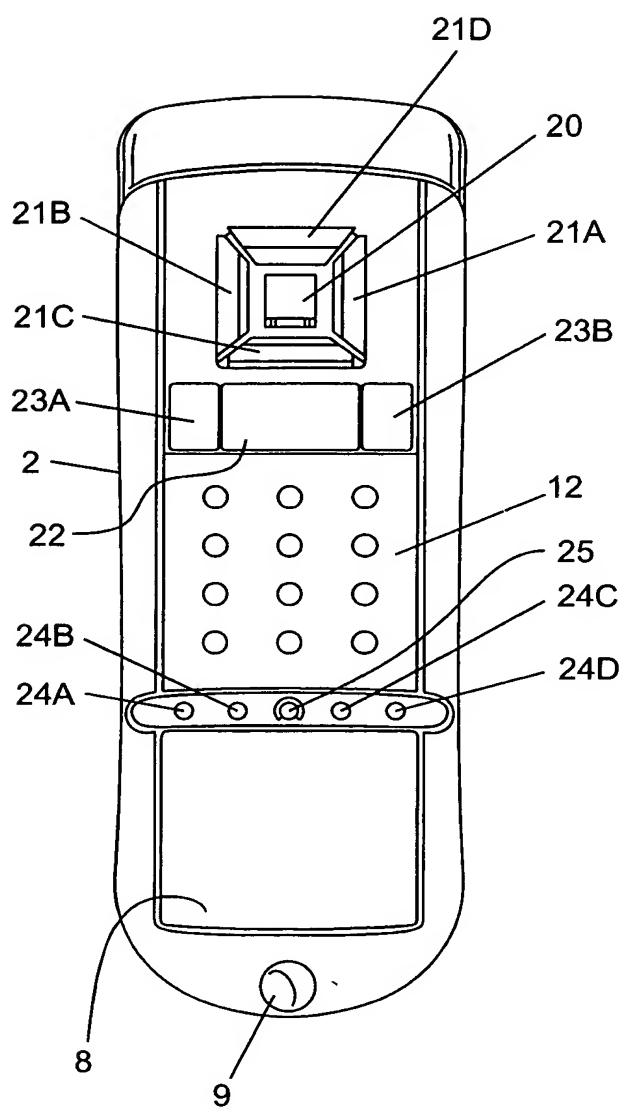


FIG. 2B1

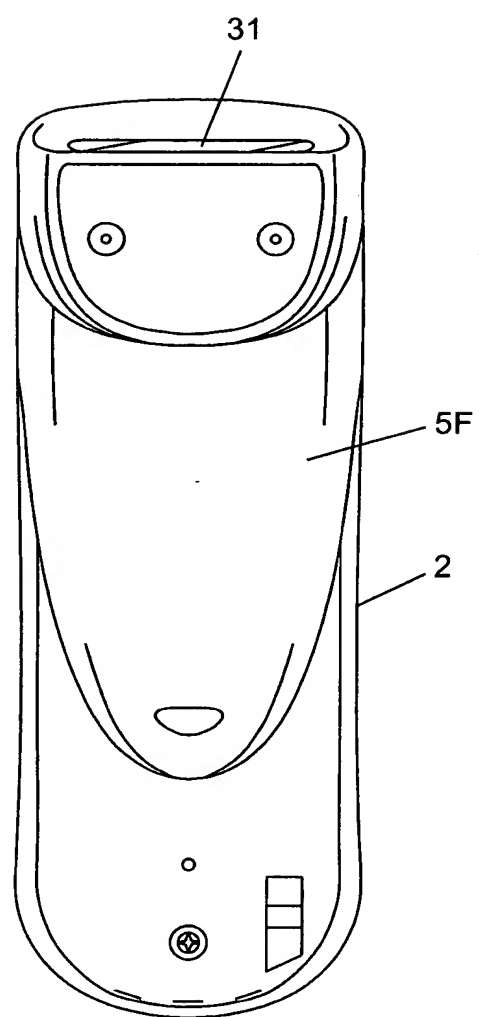


FIG. 2B2

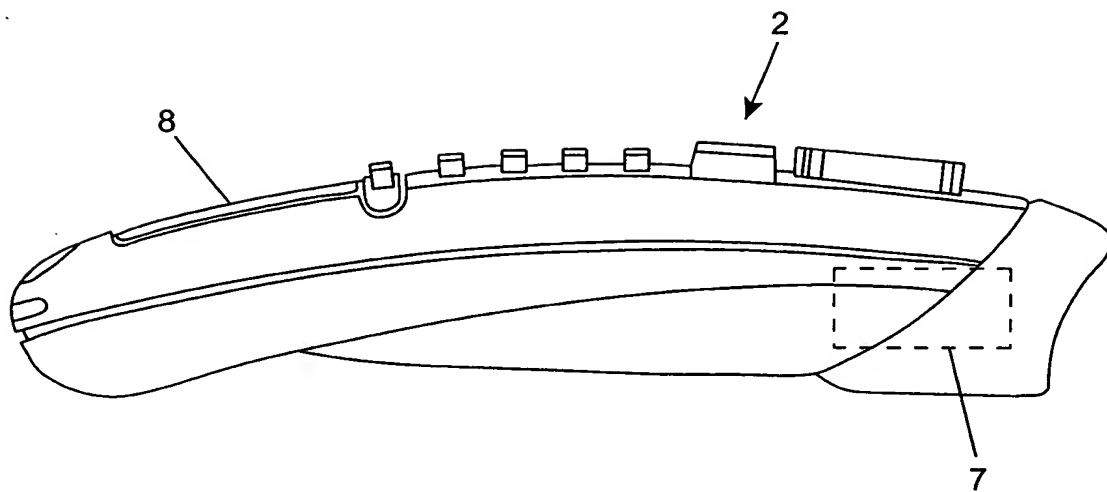


FIG. 2C1

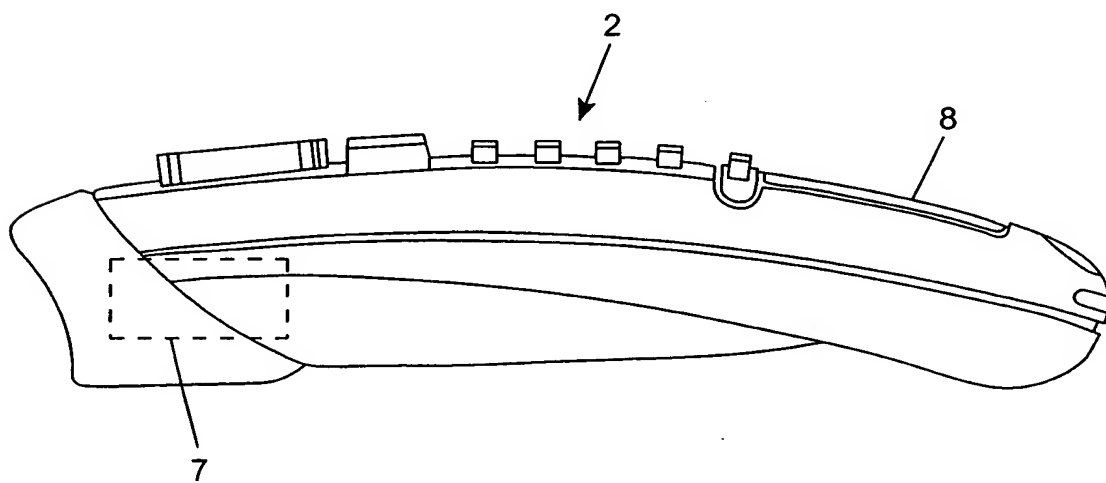


FIG. 2C2

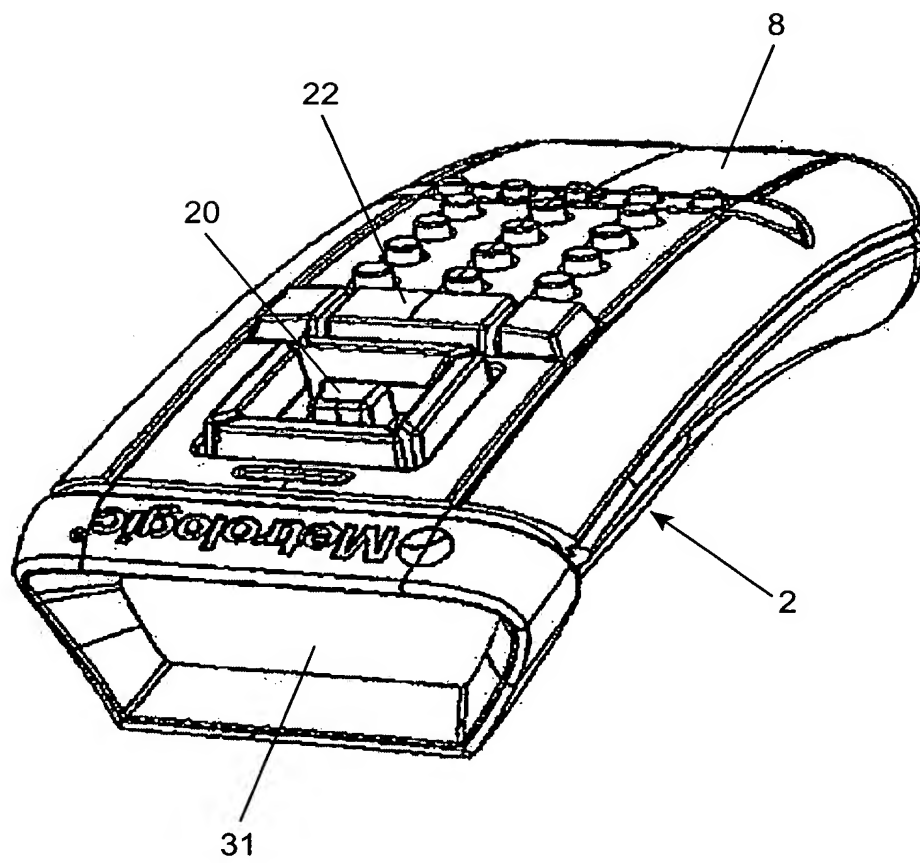


FIG. 2D

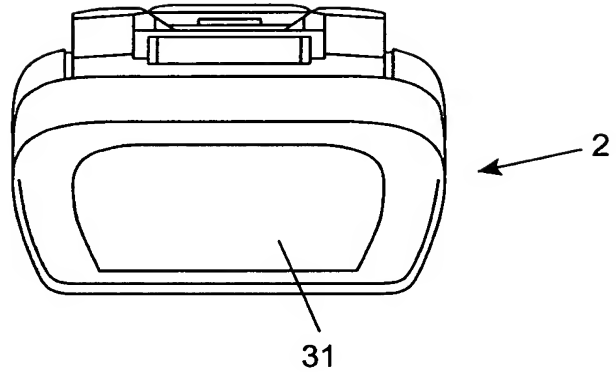


FIG. 2E1

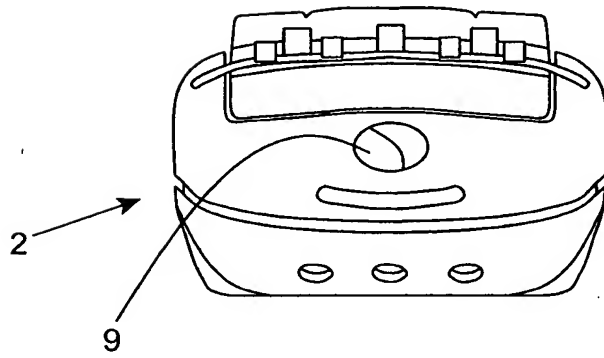


FIG. 2E2

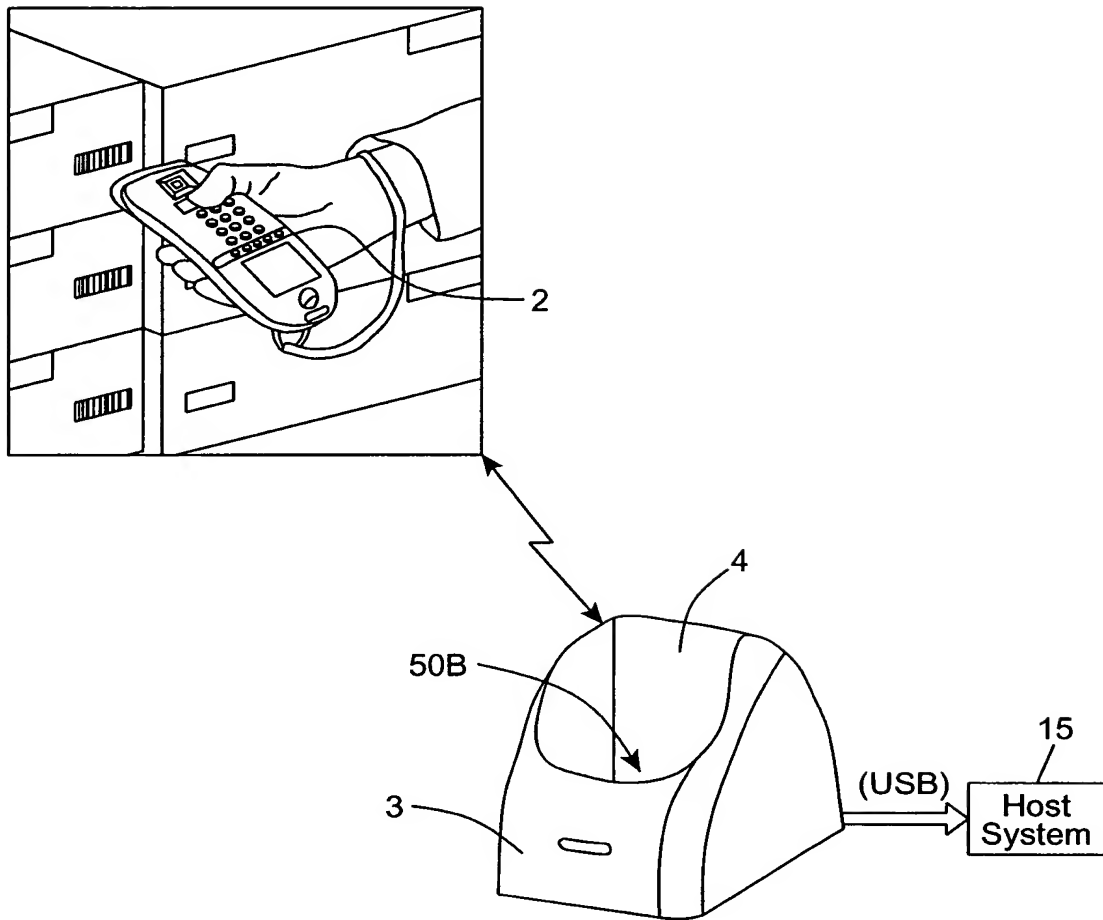


FIG. 3

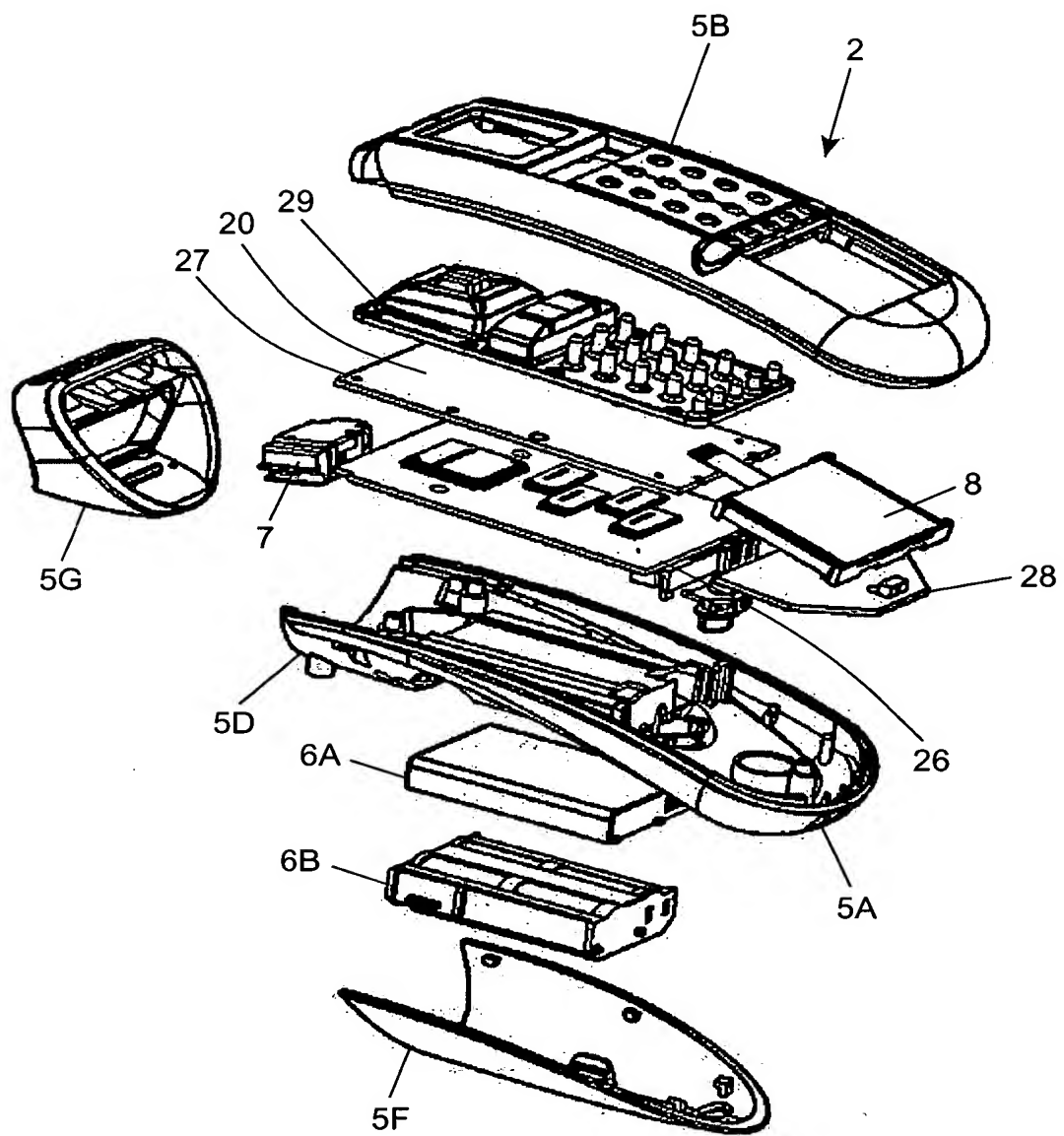


FIG. 4

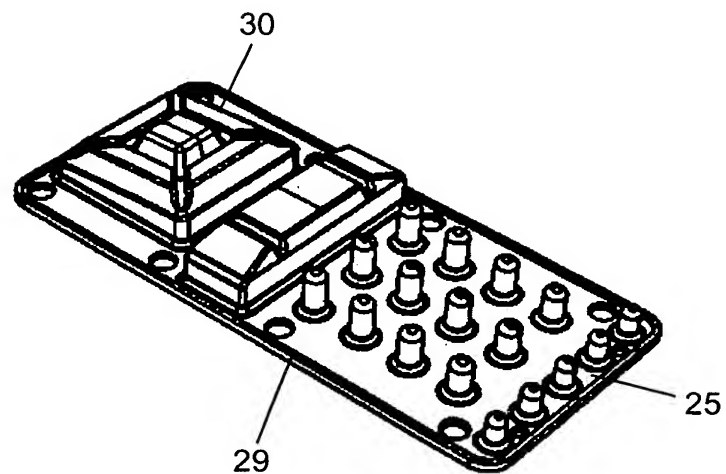


FIG. 5A

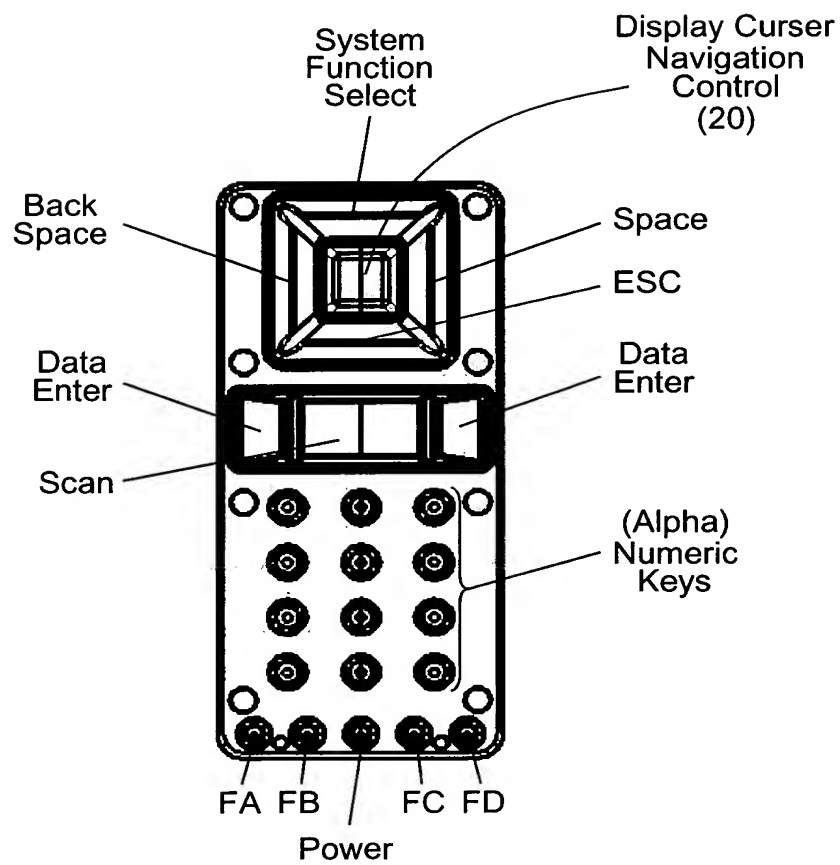


FIG. 5B

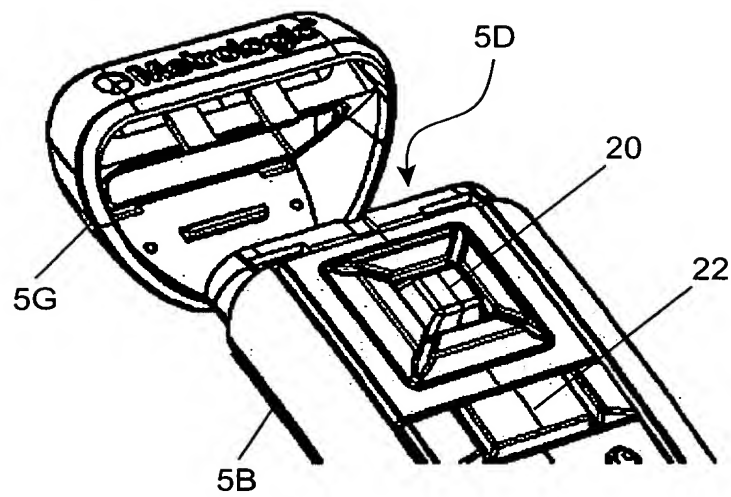


FIG. 5C

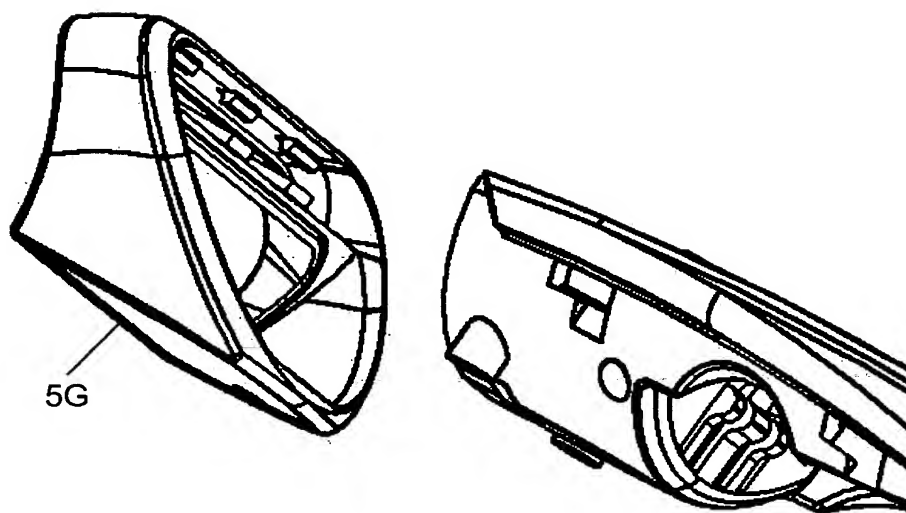


FIG. 5D

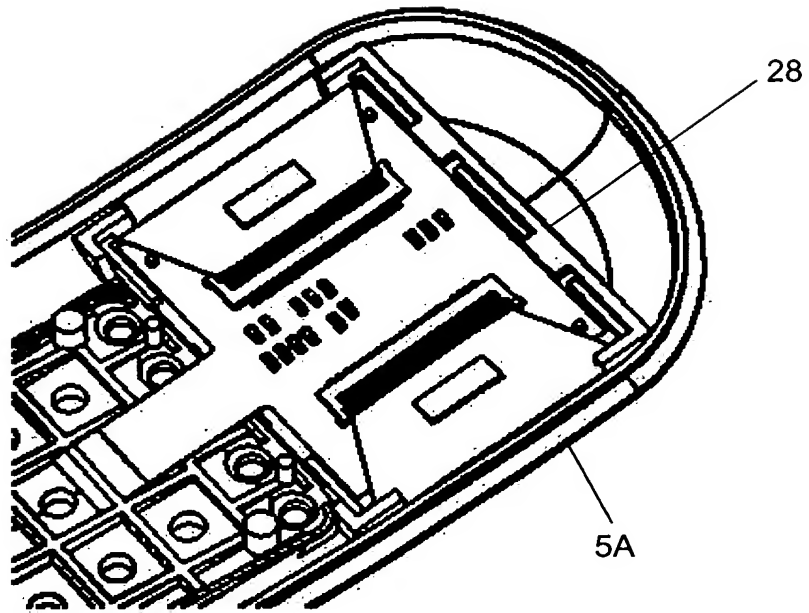


FIG. 5E

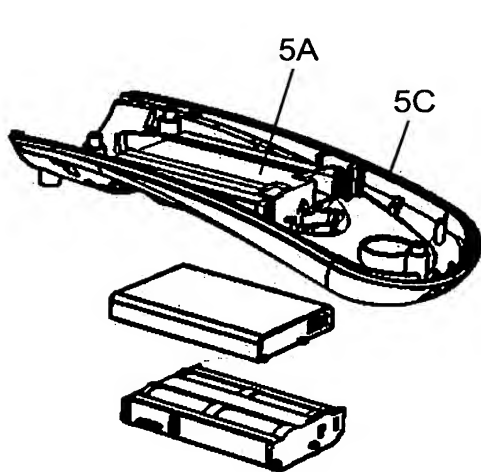


FIG. 5F

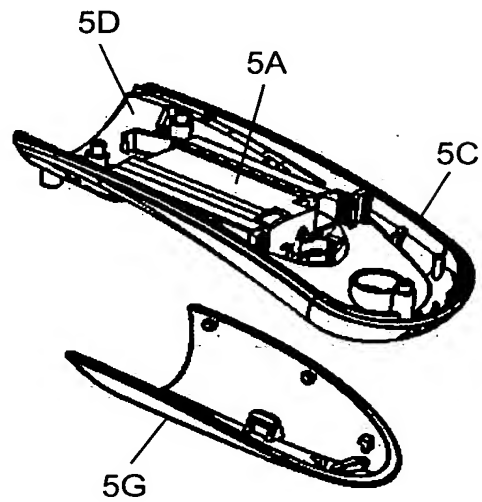


FIG. 5G

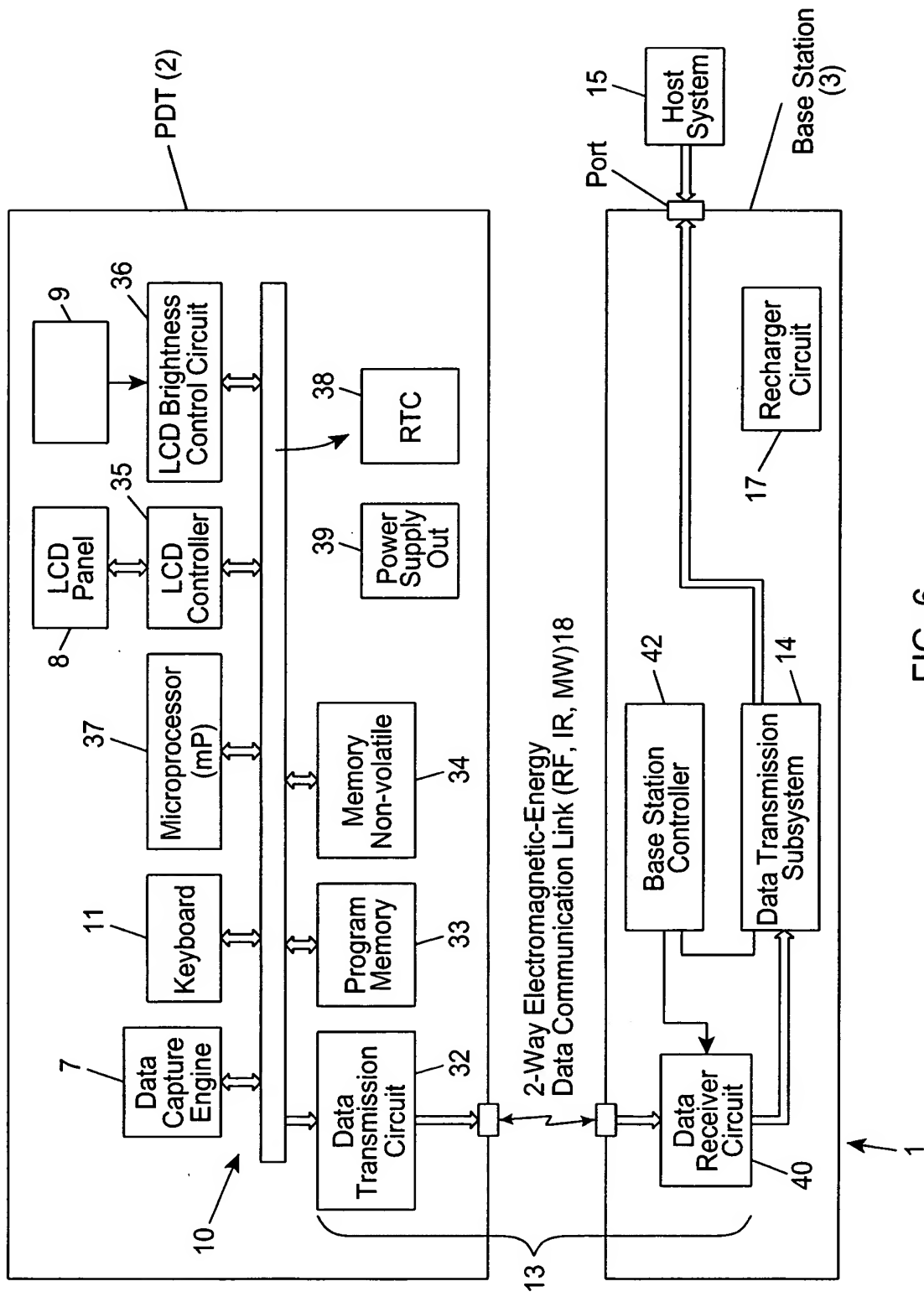


FIG. 6

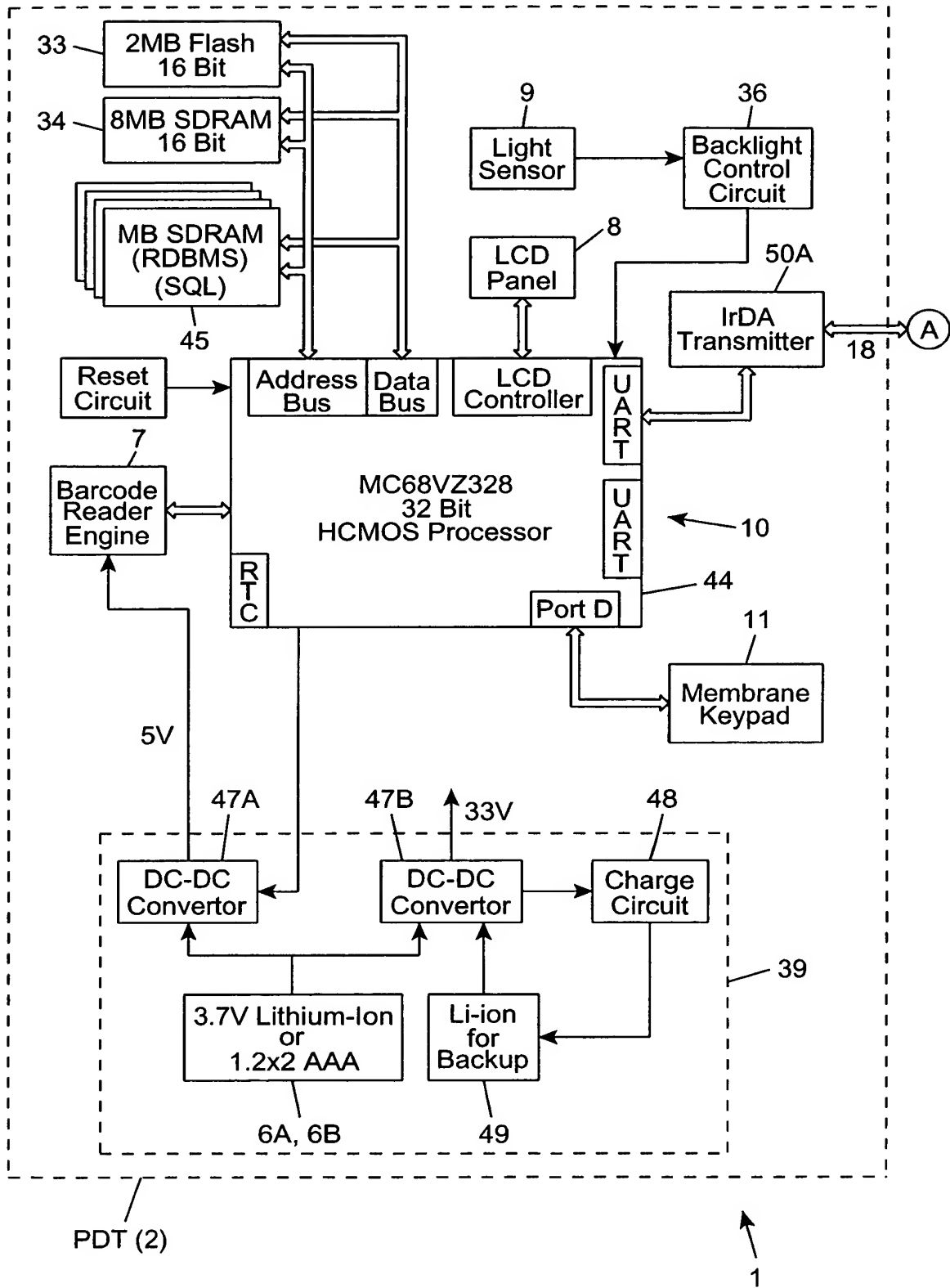


FIG. 7A

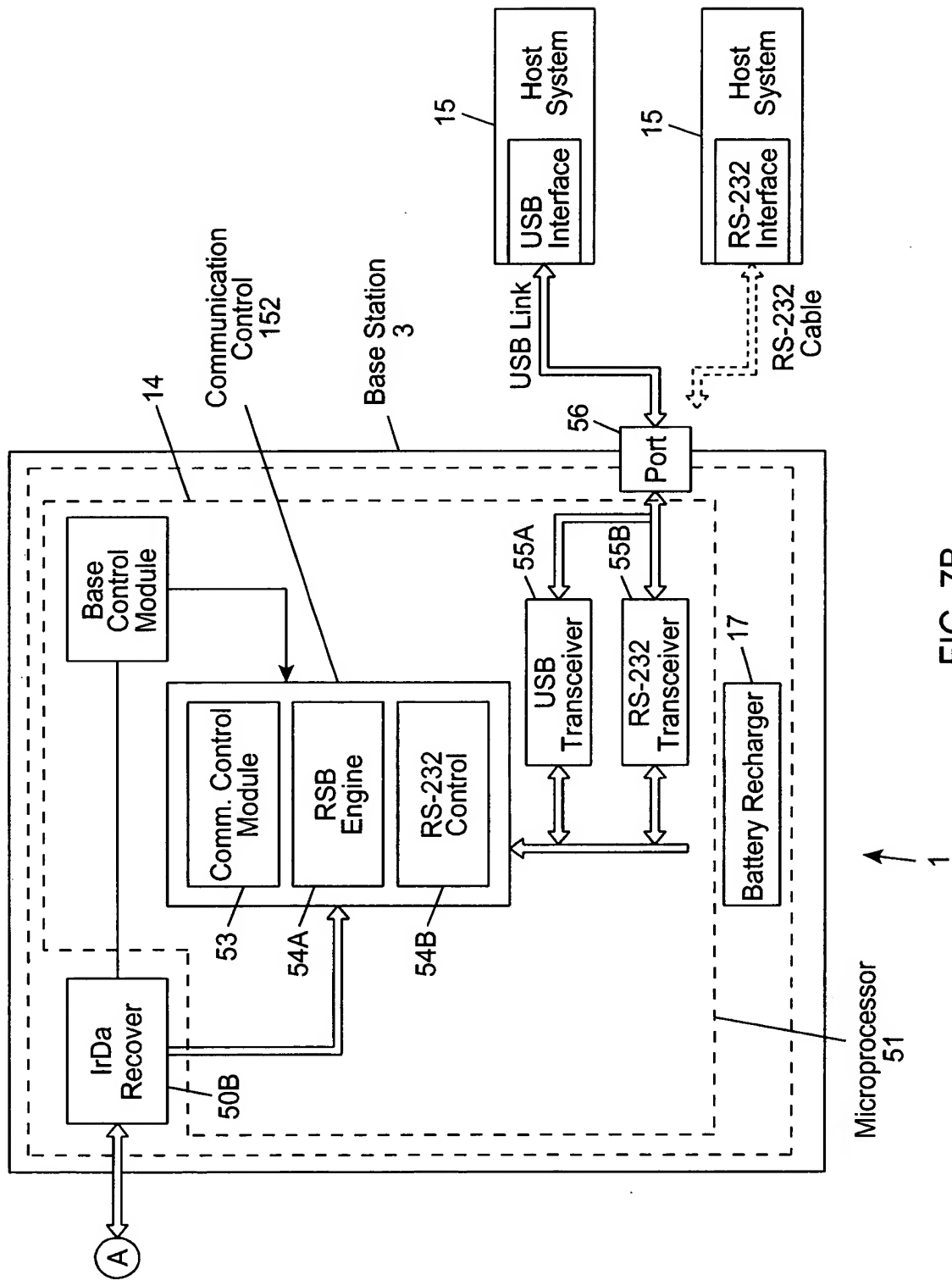


FIG. 7B

LCD Backlight Control Circuit

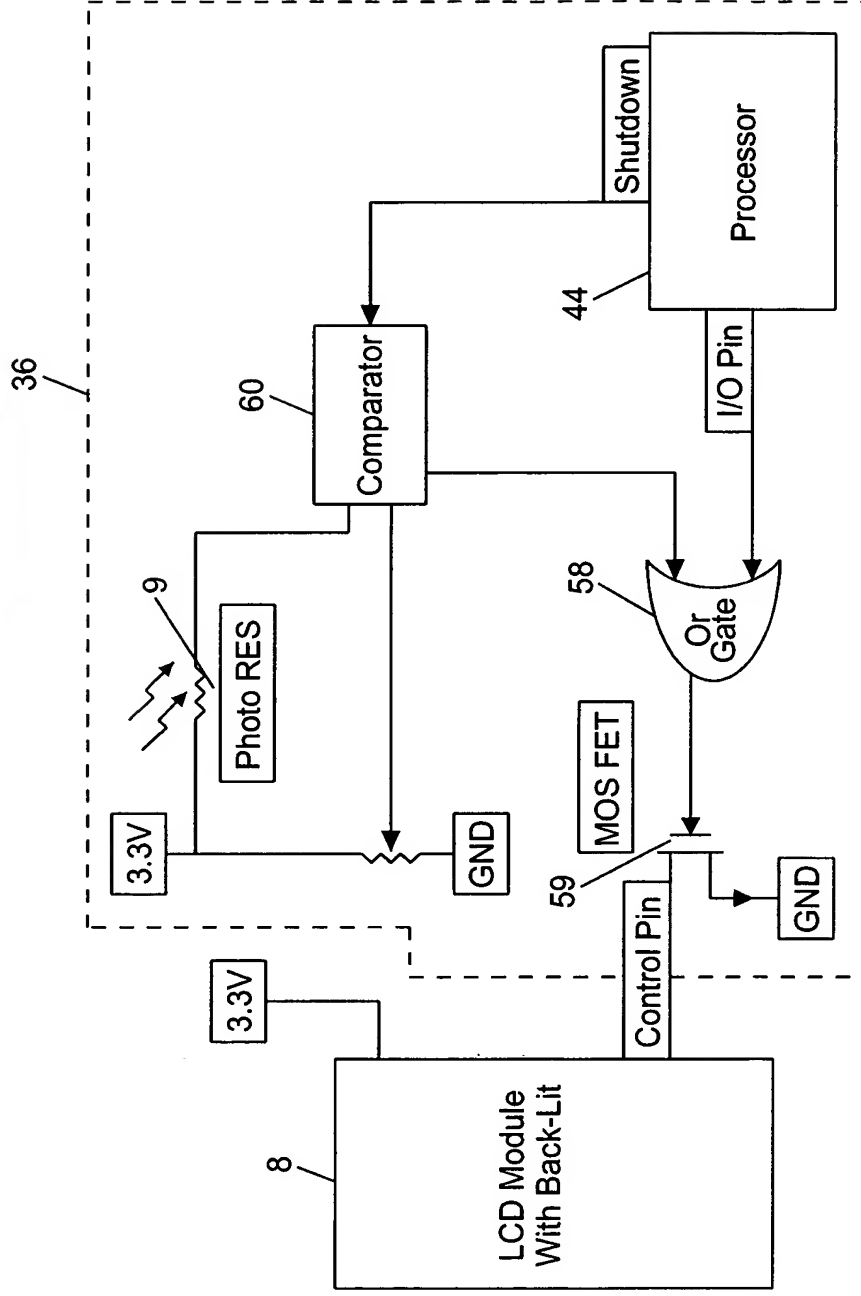


FIG. 8

Software Block Diagram

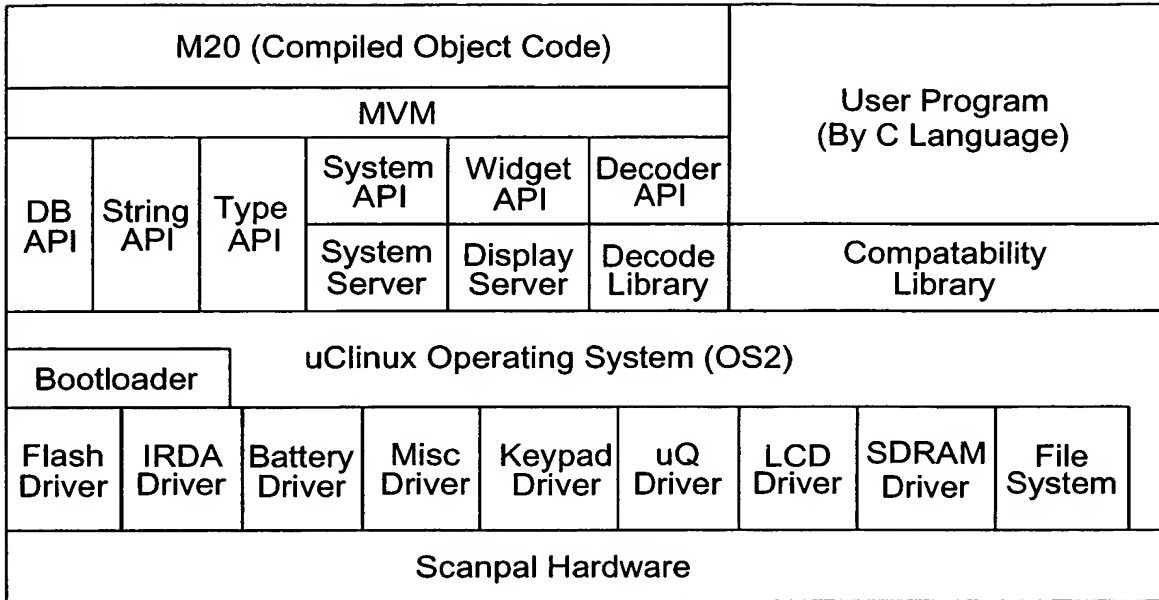


FIG. 9A

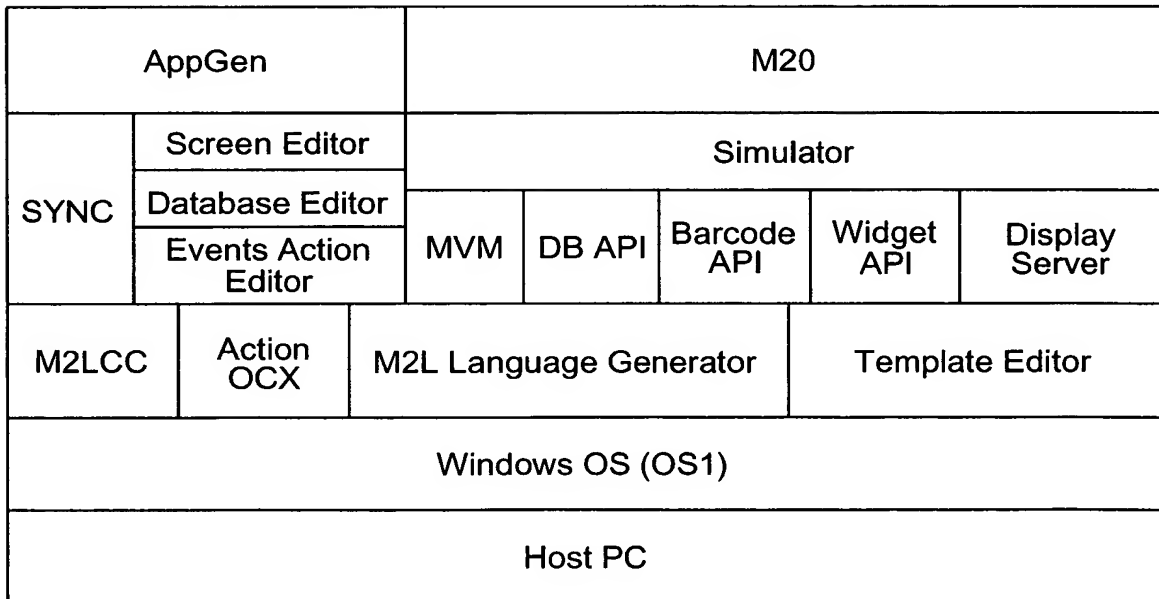


FIG. 9B

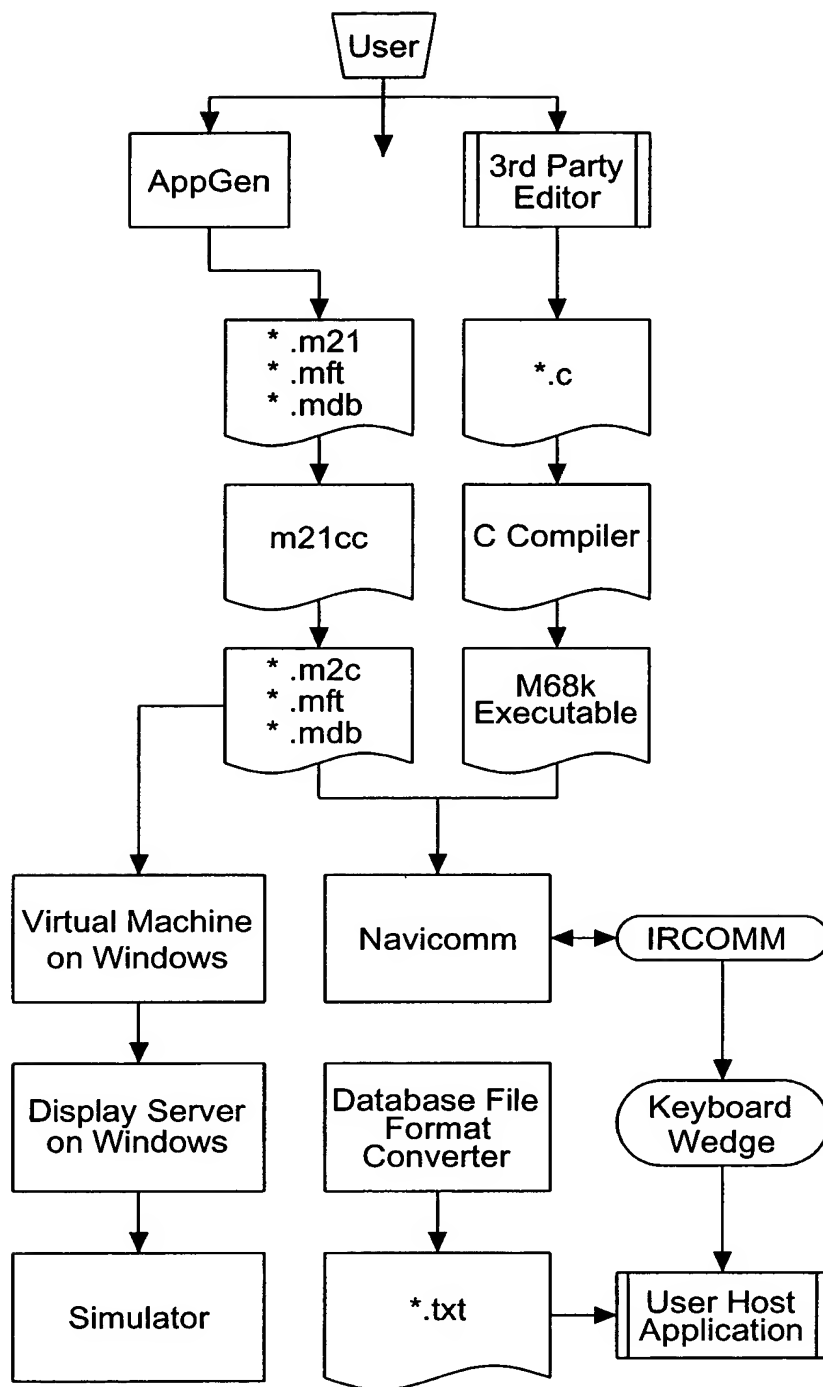


FIG. 10A1

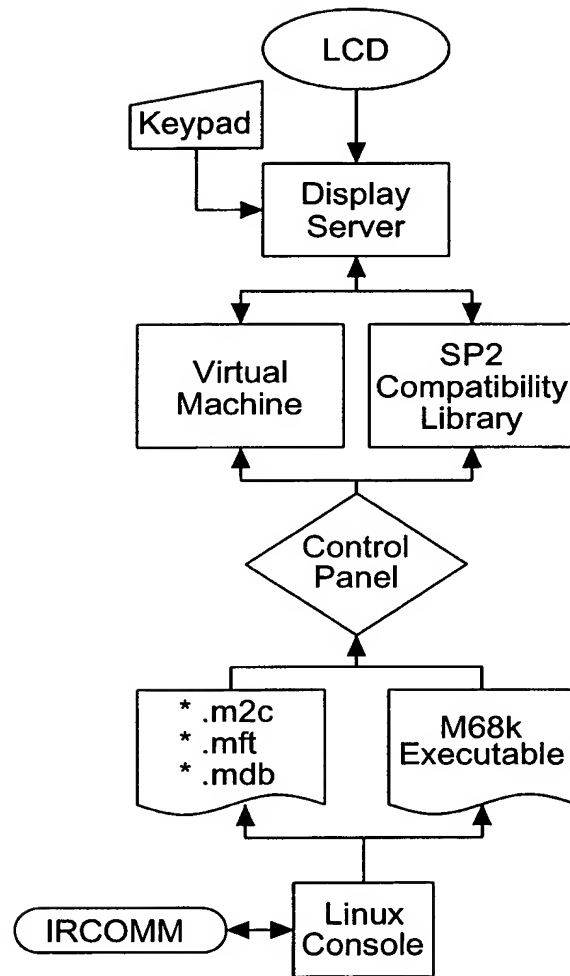


FIG. 10A2

•What is AppGen made up with?

1. “Screen Layout Design” Module or “Screen Editor”
2. “Screen Action Design” Module or “Action Designer”
3. “System Information” Module

•Screen Editor

1. Screen Structure Tree

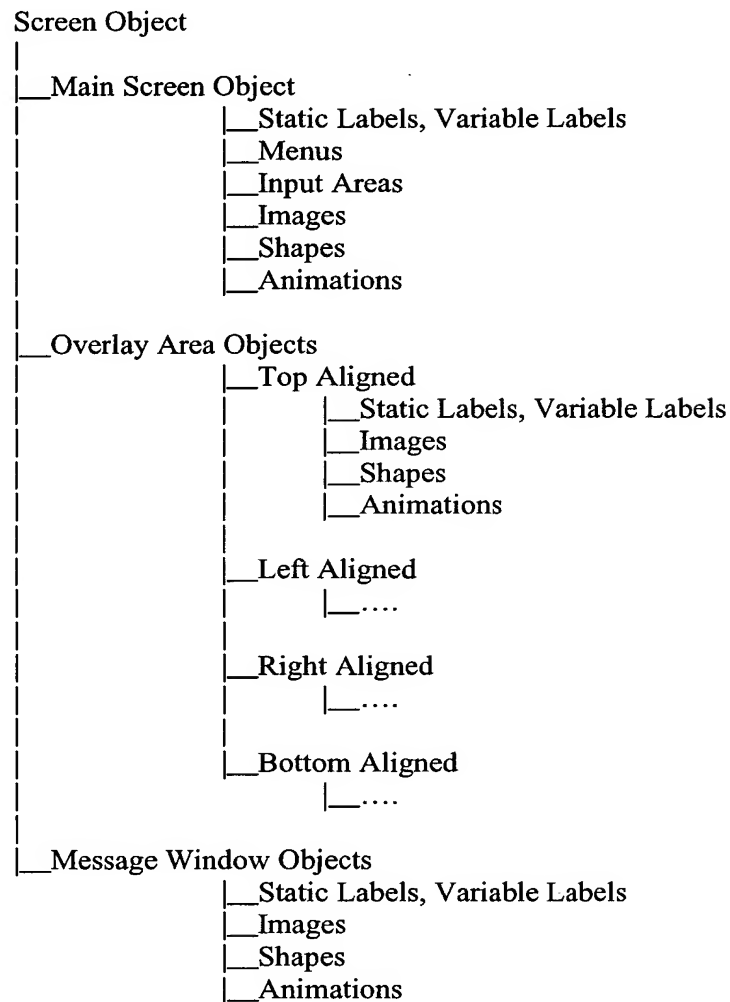


FIG. 10B1

2. Screen Widgets

- 1) Static Labels
- 2) Variable Labels
- 3) Menus
- 4) Input Areas
- 5) Images, Shapes, Animations
- 6) Variable Object *

3. How does Screen Editor work?

- 1) Enlarged Placement Pad
- 2) Real-Size Preview Pad
- 3) What you see is what you get

• Action Designer

1. What are actions for?

2. When can actions be defined?

- 1) Before entering a specific Screen Object
- 2) Before leaving a specific Screen Object
- 3) After a data collection is finished

3. What actions are covered?

- 1) Database Operation
Lookup, insert, delete, update...
- 2) Data Formatting
- 3) Message Window Display
- 4) Communication
- 5) Beep, restart, reboot...

4. Who can have actions?

- 1) Main Screen Object
- 2) Input Area Widget

FIG. 10B2

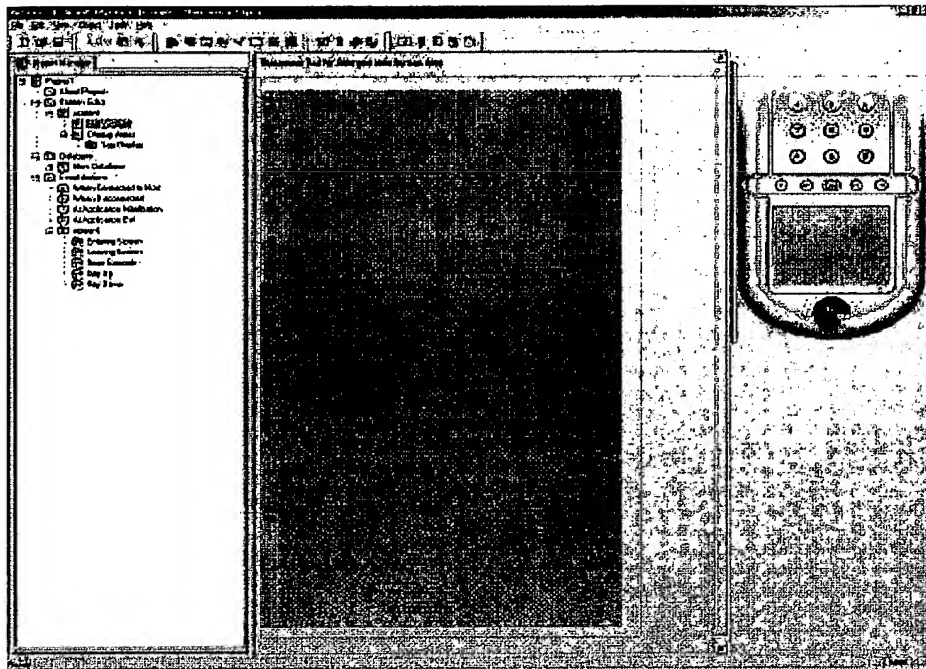


FIG. 10C1

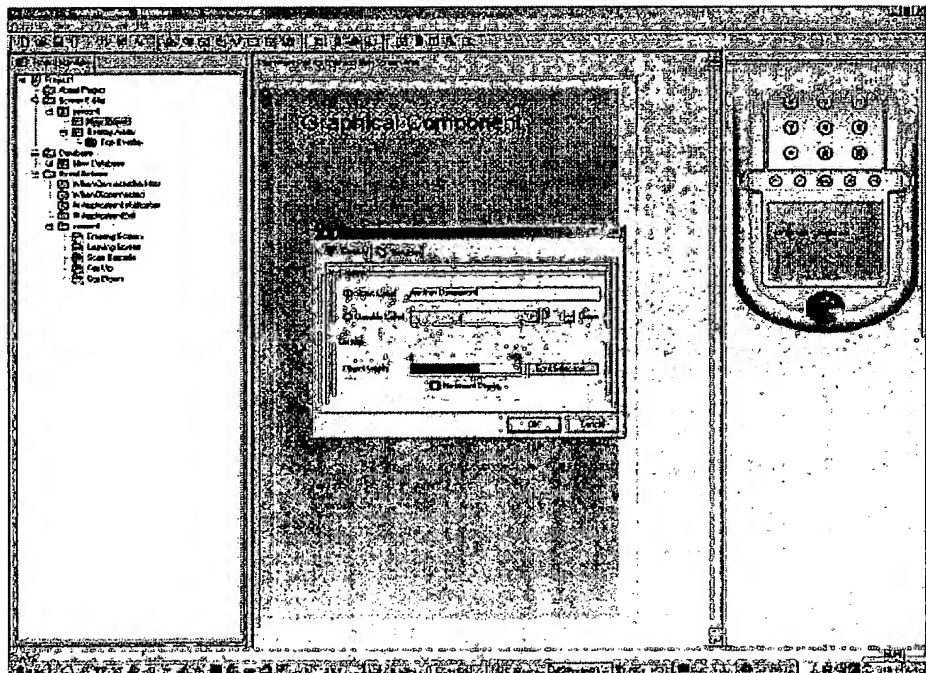


FIG. 10C2

Label

☒ General ☐ Variable

Caption

☒ Static Label

☐ Variable Label

Display

Object Width:

☐ Reversed Display

FIG. 10C3

[illegible]

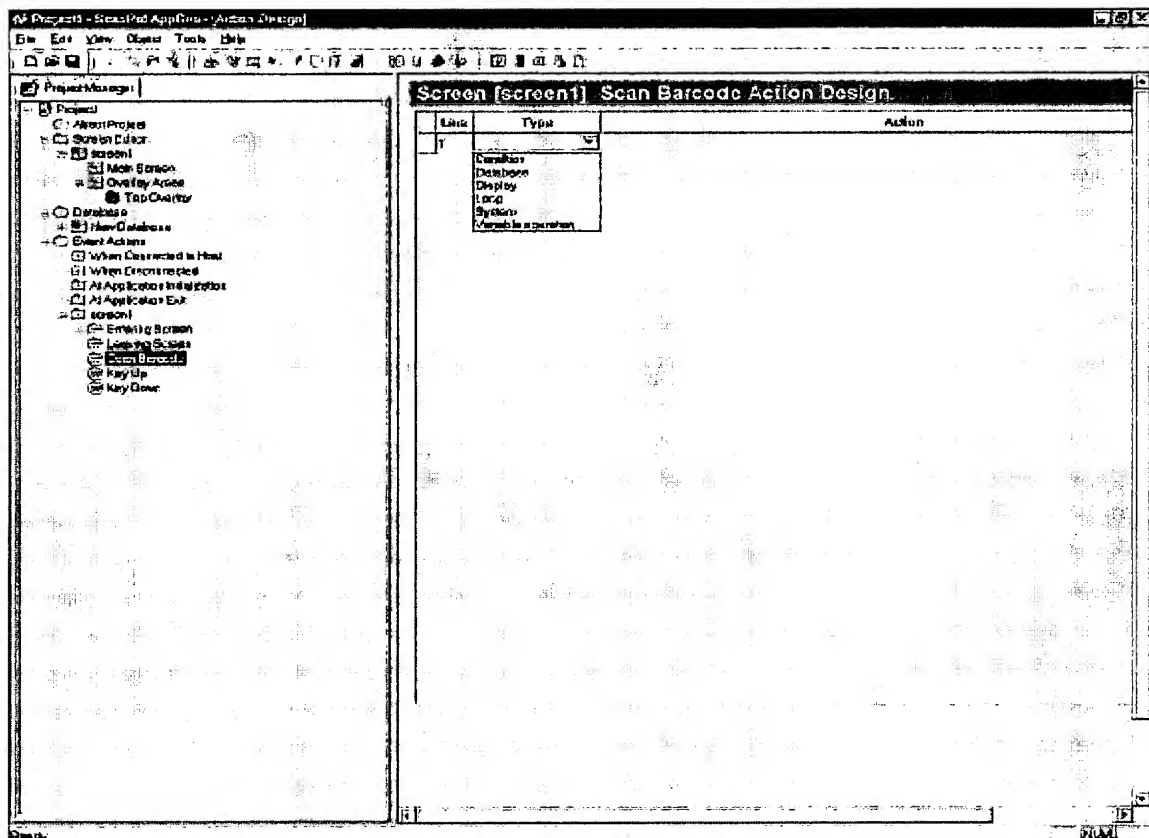


FIG. 10C5

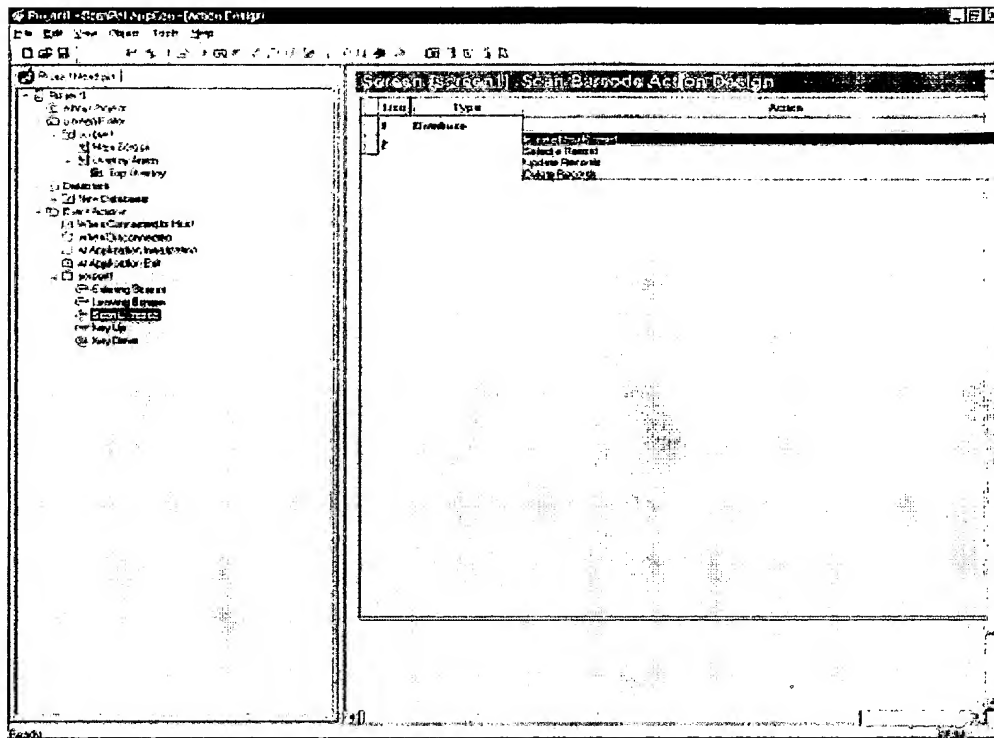


FIG. 10C6

Database-Insert a New Record

Insert a New Record

Database Table

Fields

	Field	Value
1	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>

Inserts a new record into the table you specify.

FIG. 10C7

Display Screen From Simulator Module

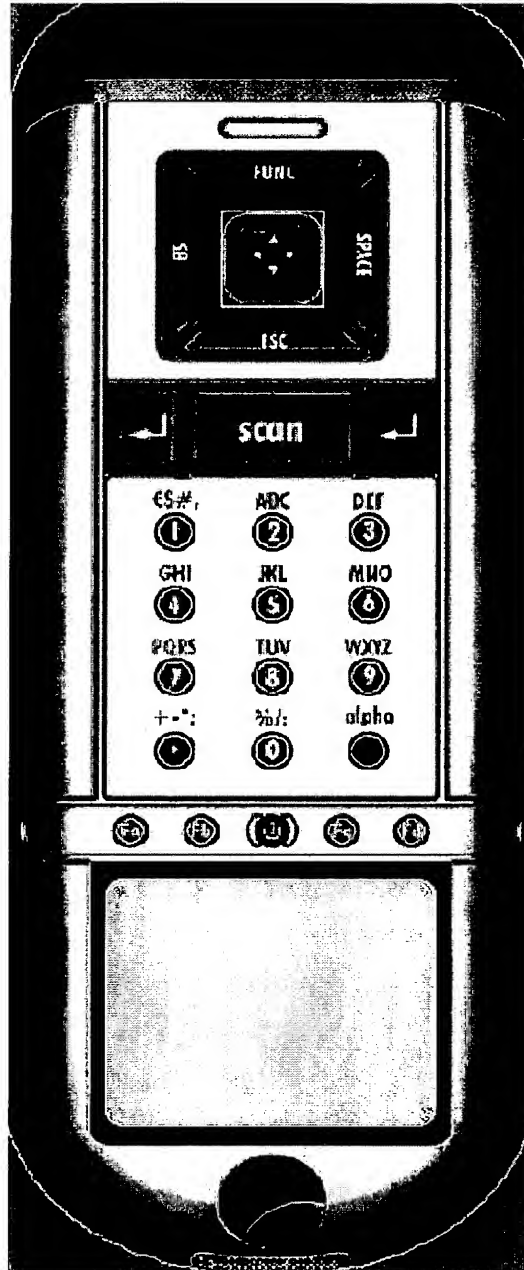


FIG. 10C8

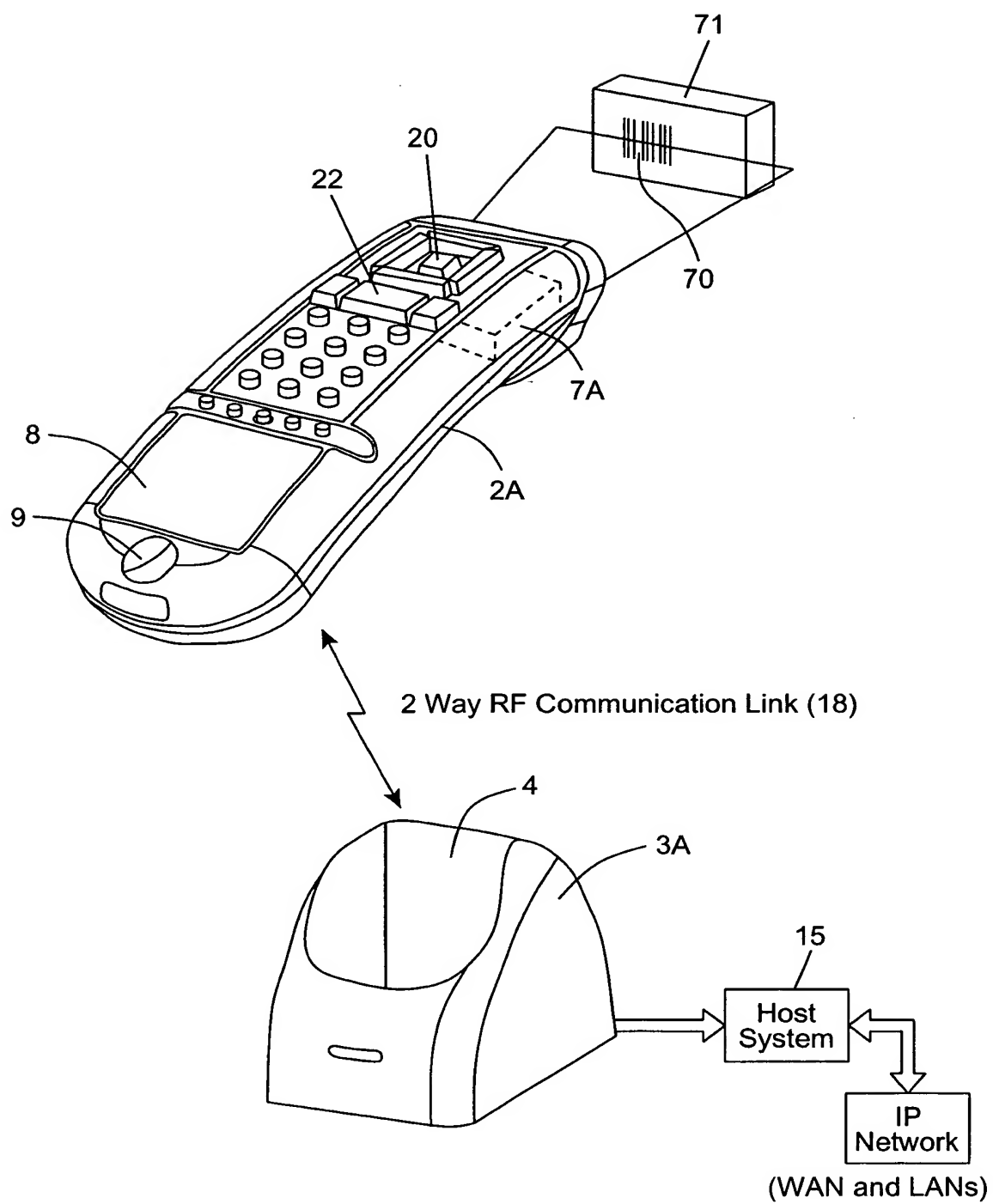


FIG. 11A

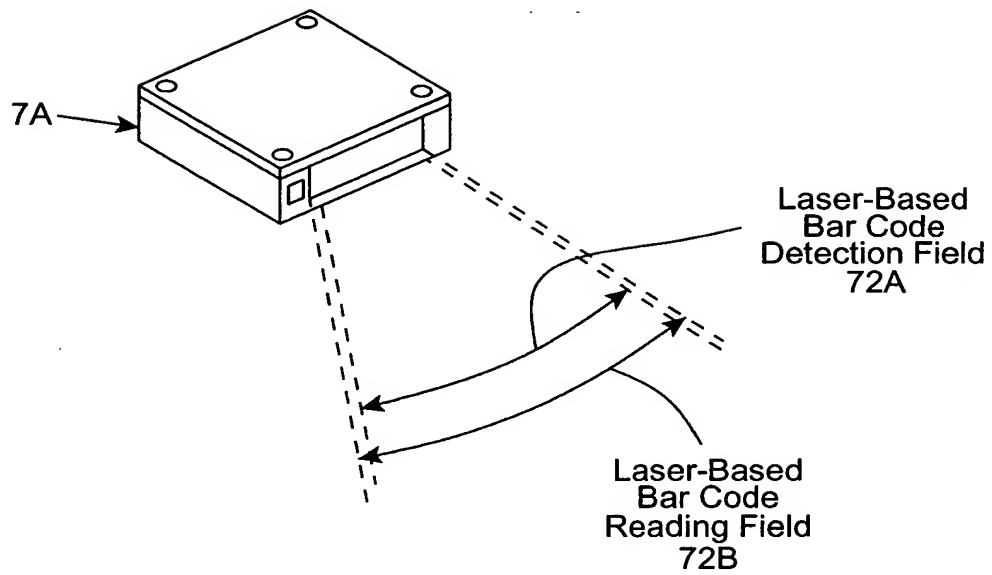
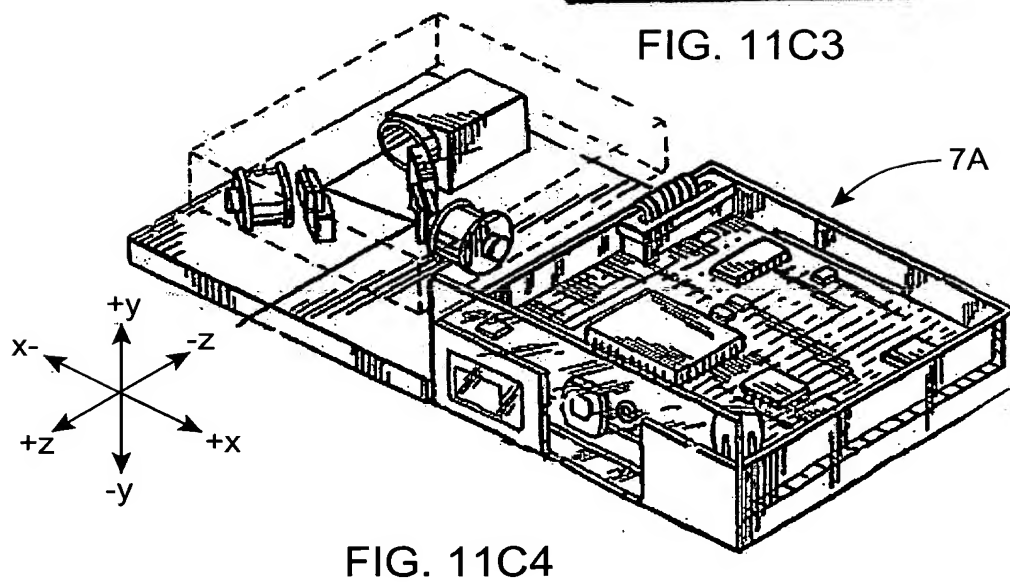
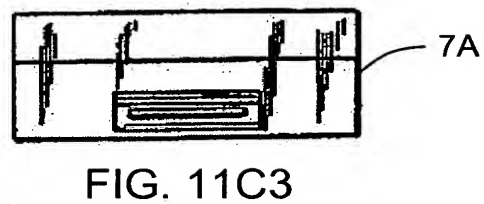
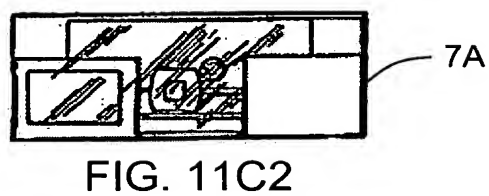
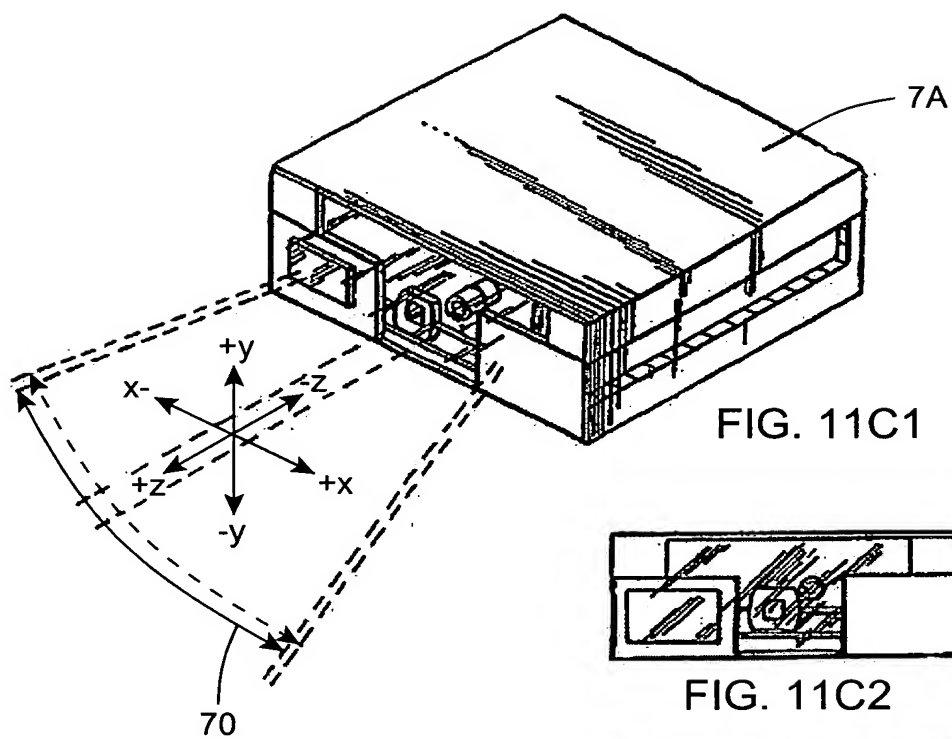


FIG. 11B



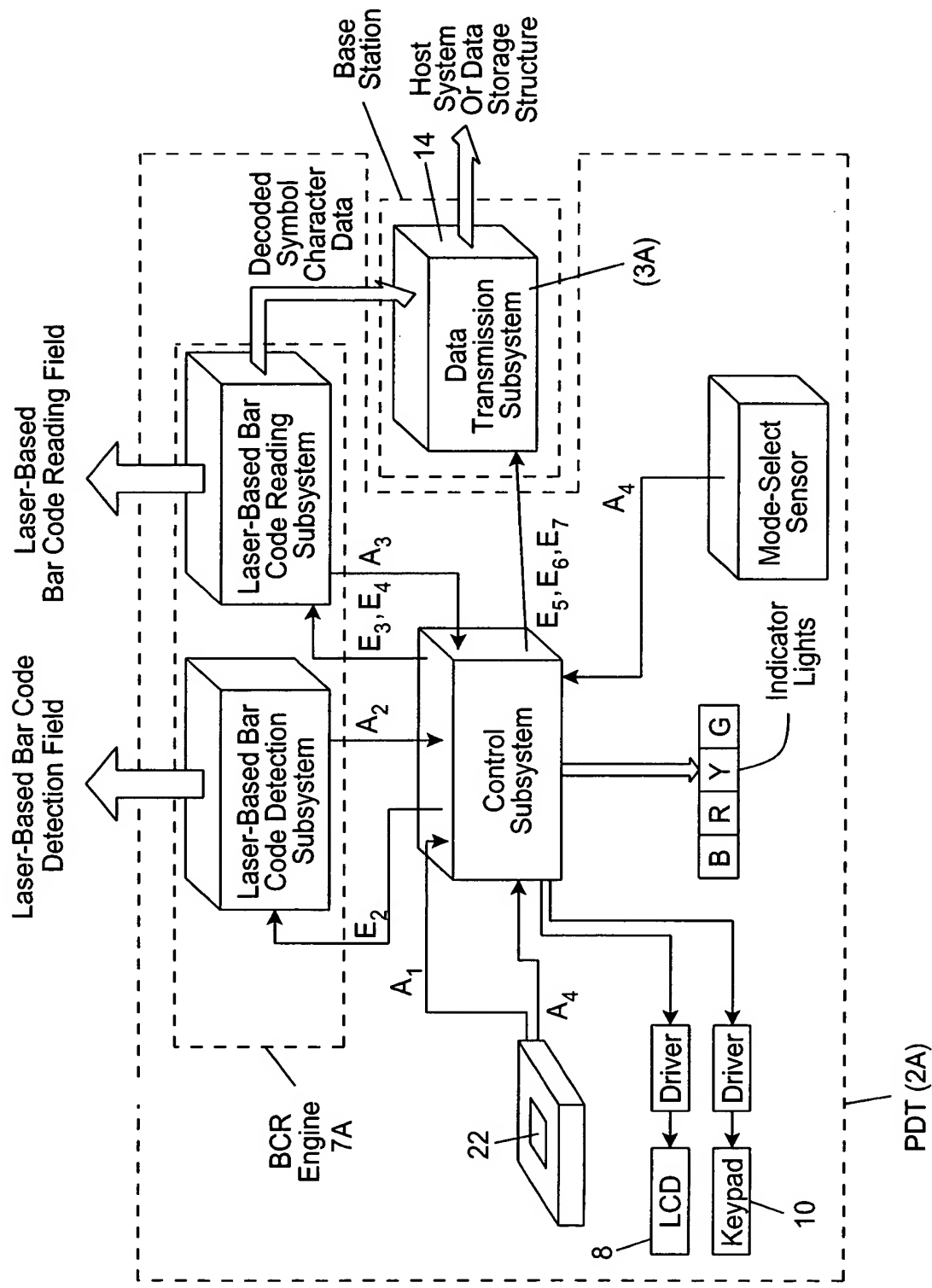


FIG. 11D

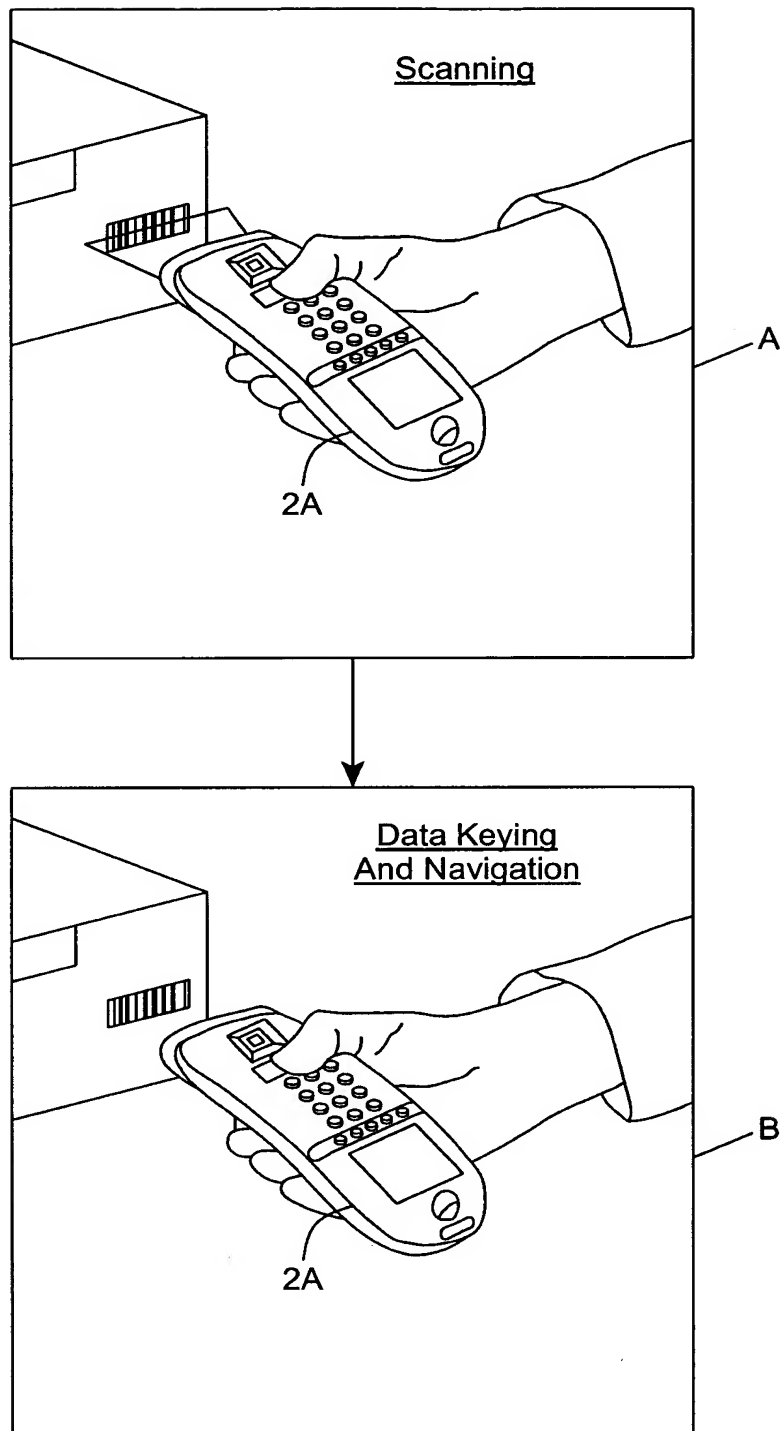


FIG. 11E

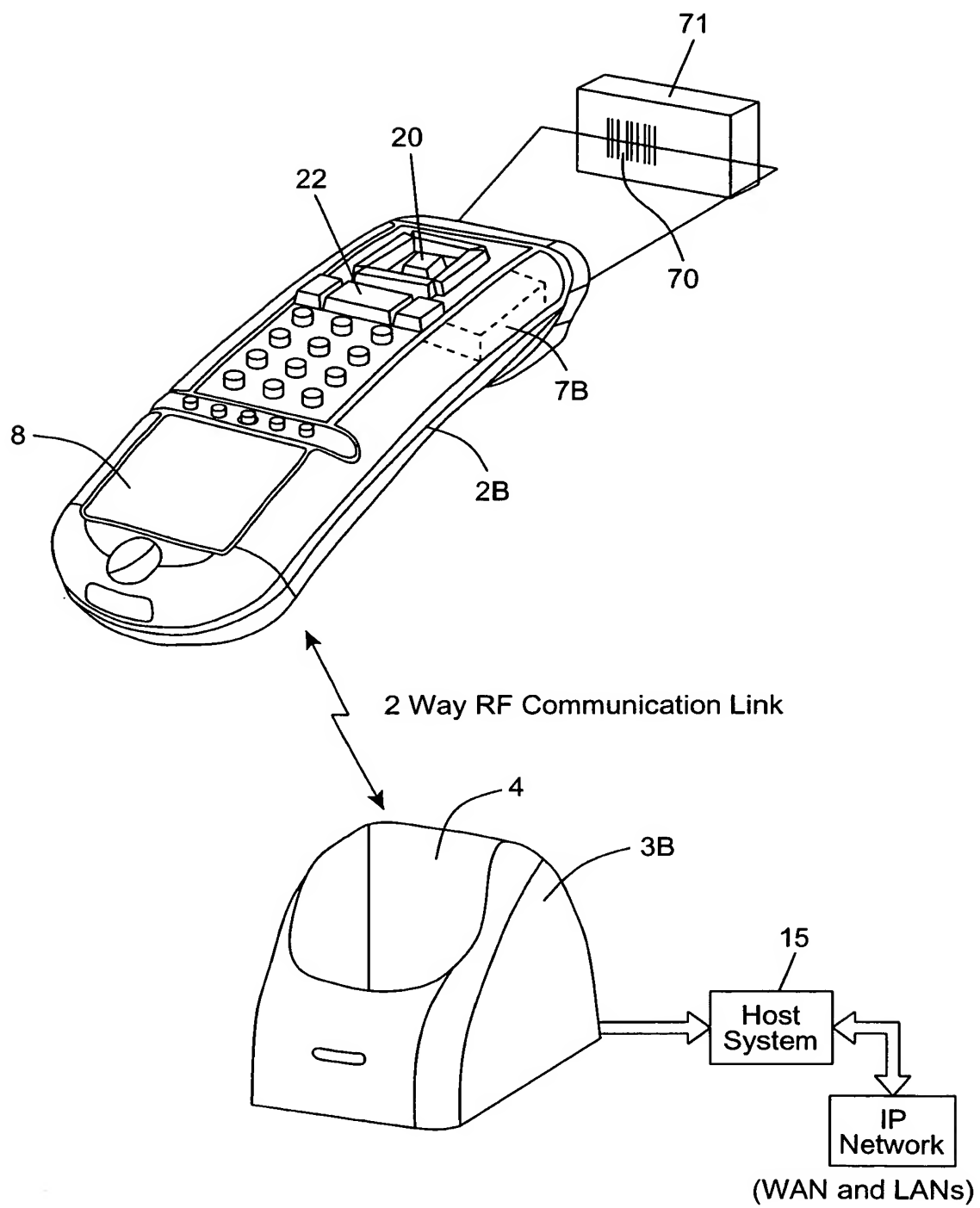


FIG. 12A

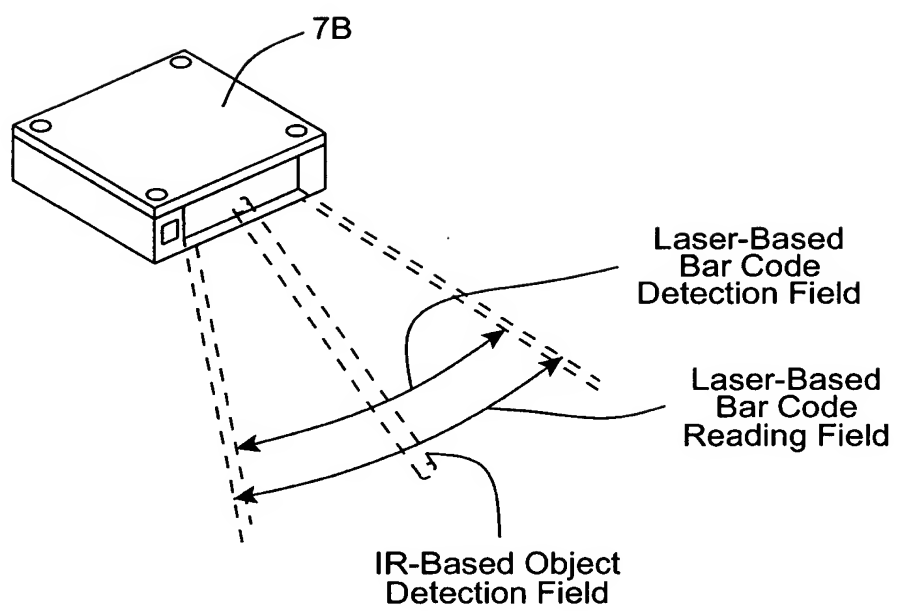


FIG. 12B

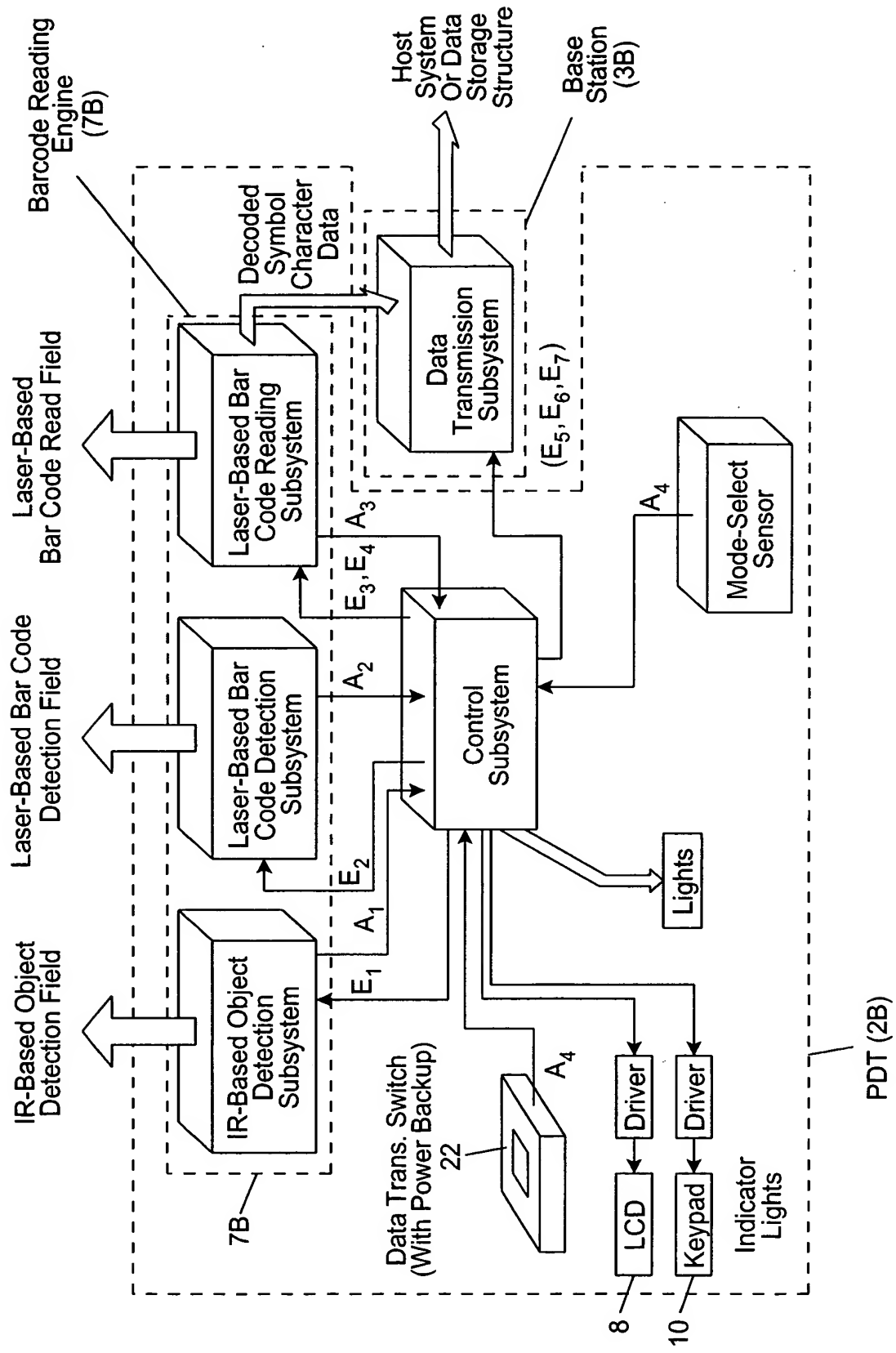


FIG. 12C

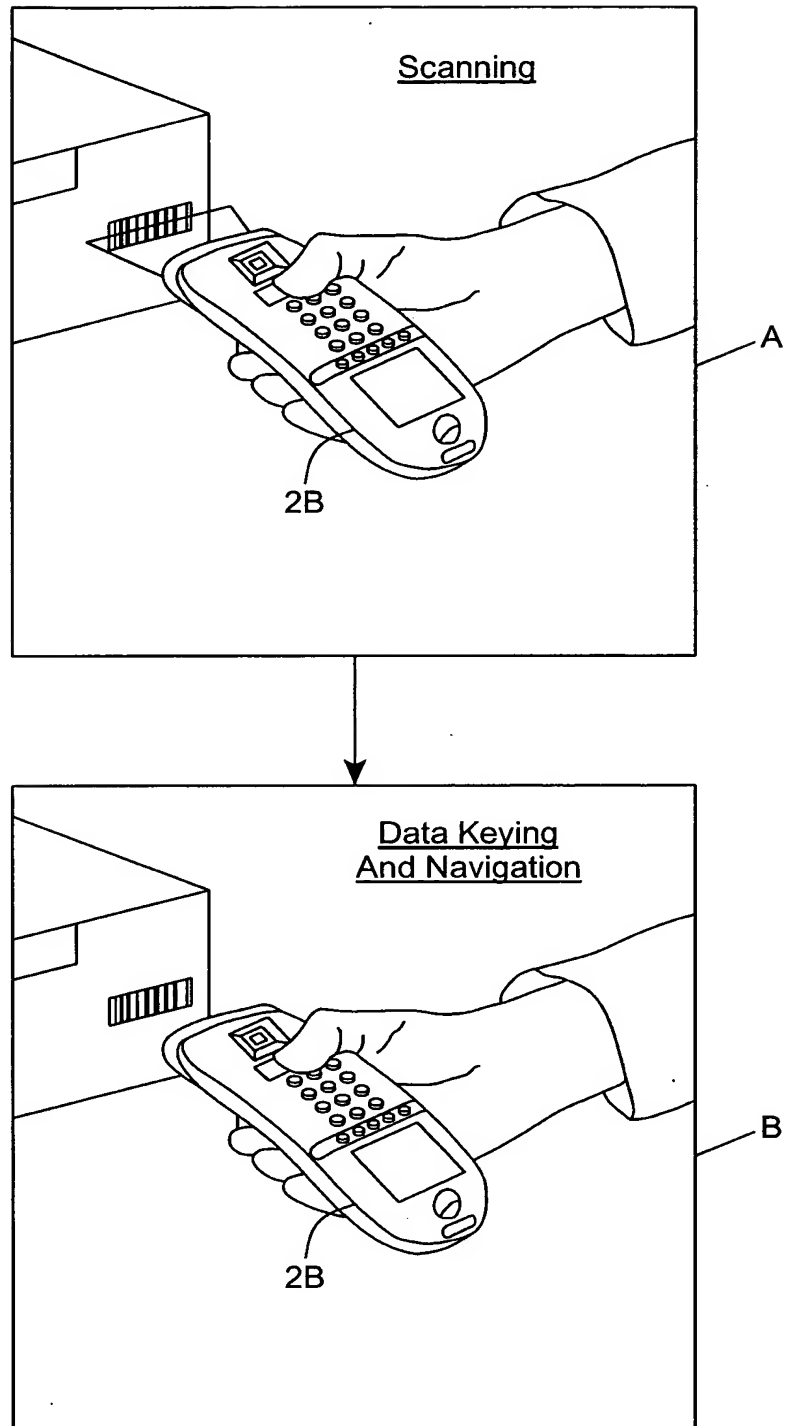


FIG. 12D

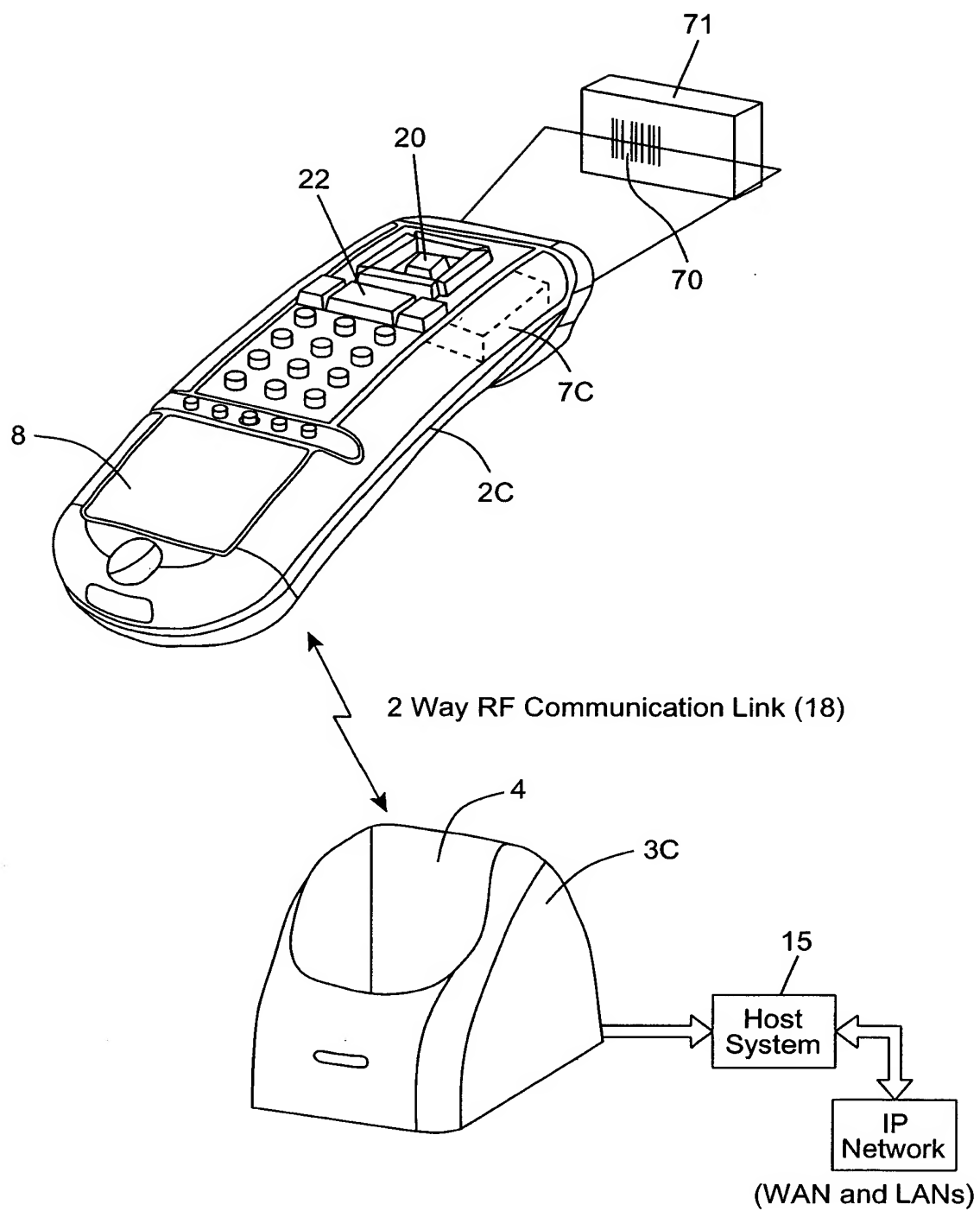


FIG. 13A

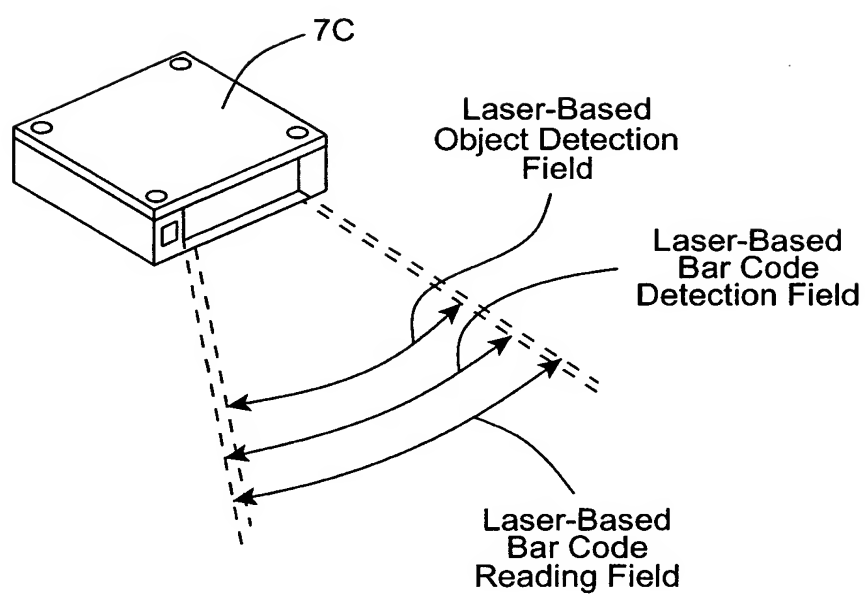


FIG. 13B

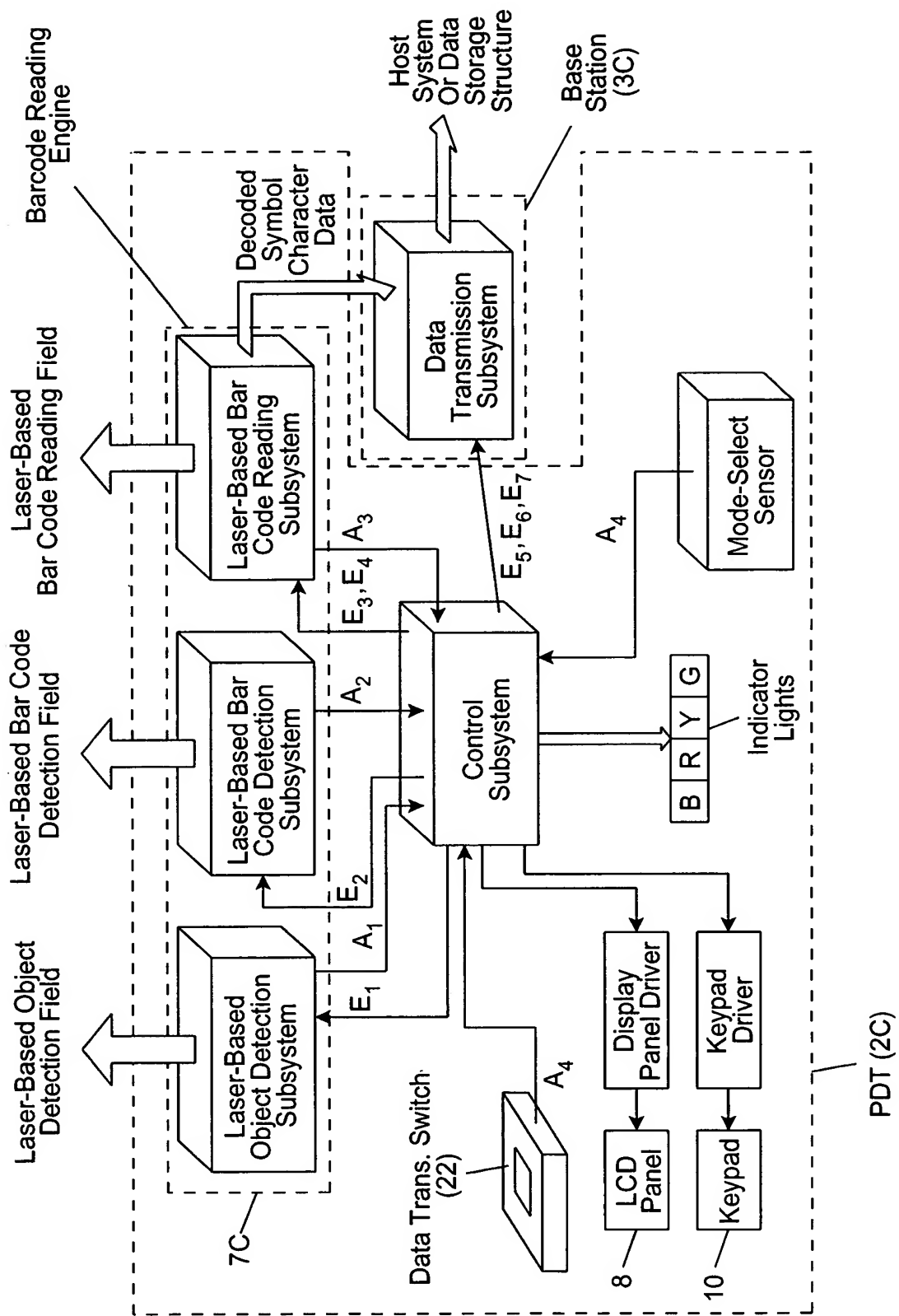


FIG. 13C

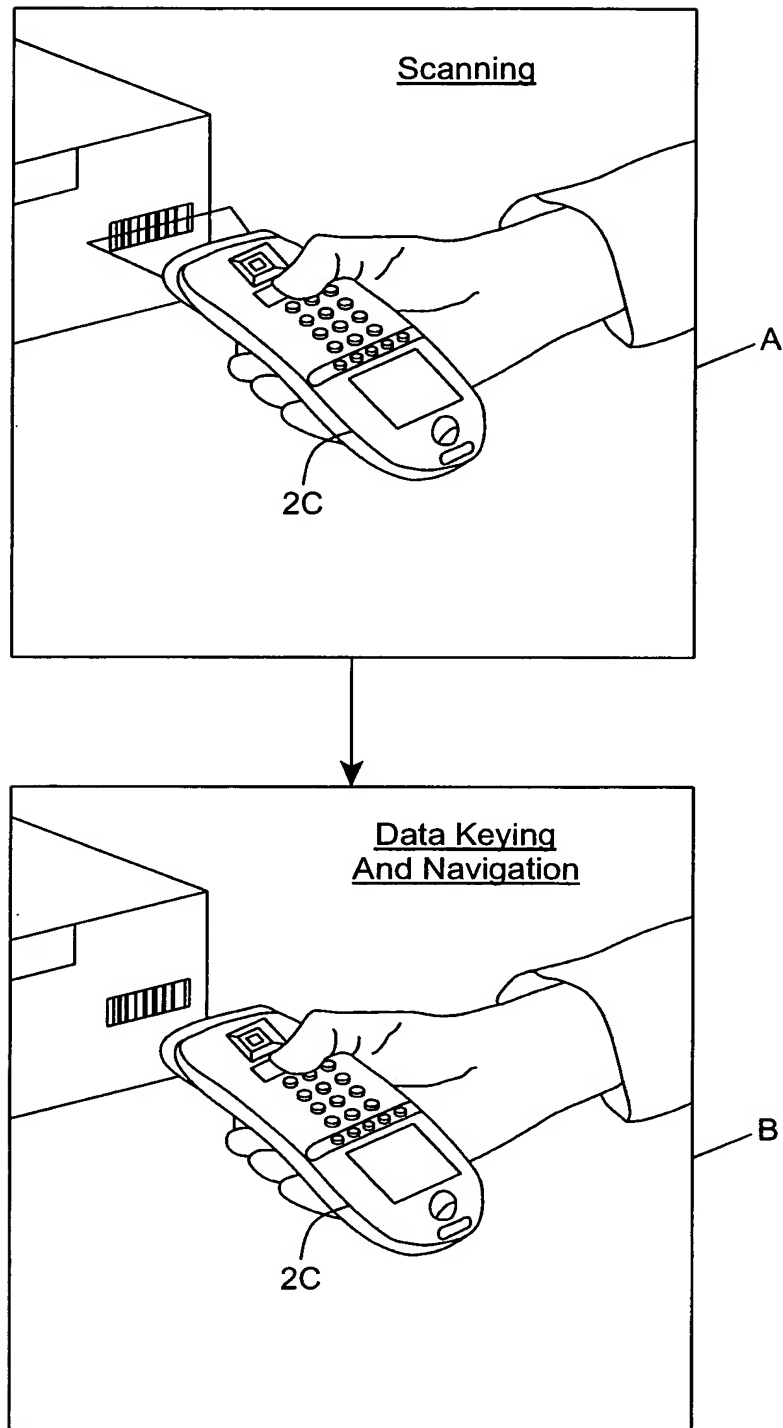


FIG. 13D

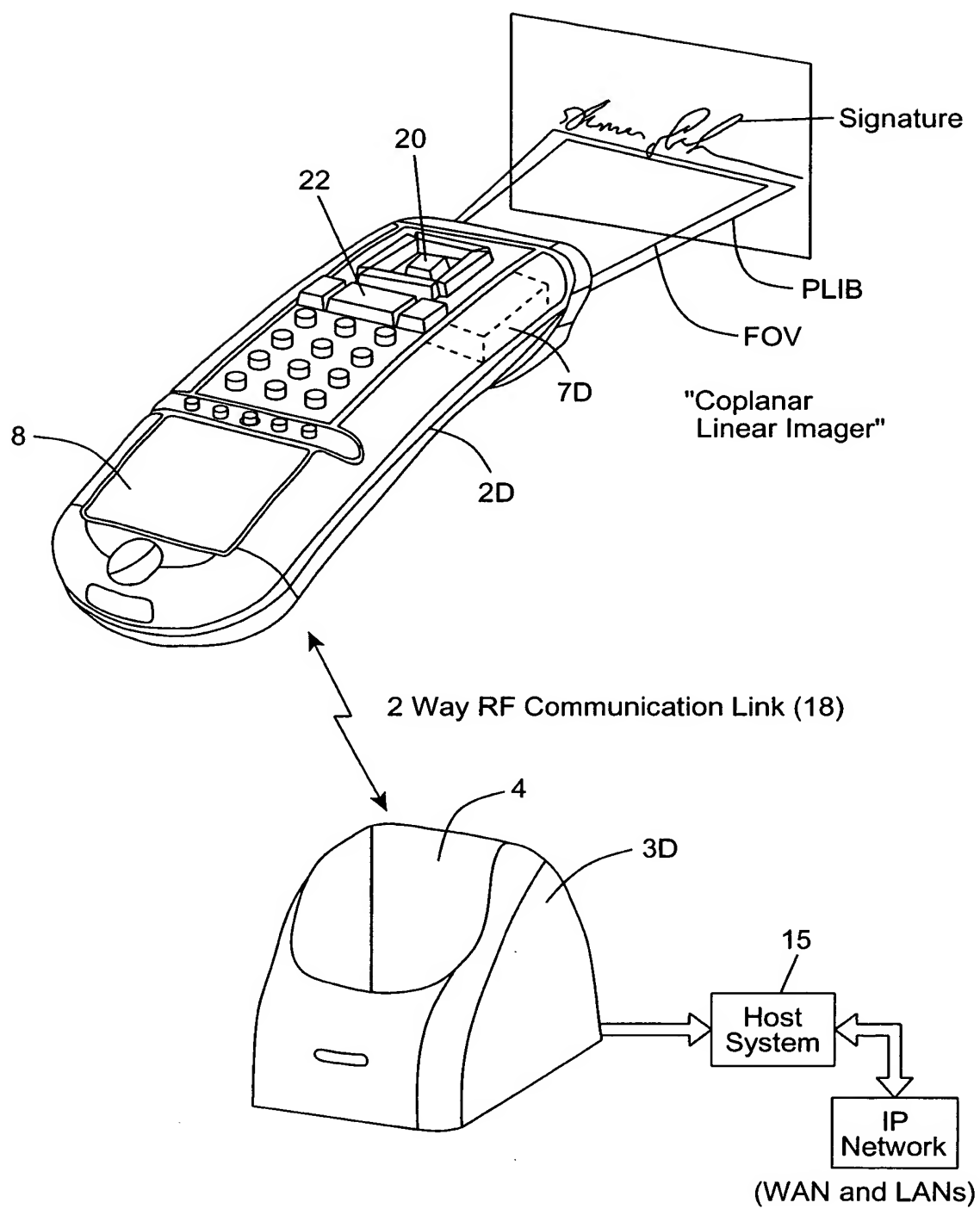


FIG. 14A

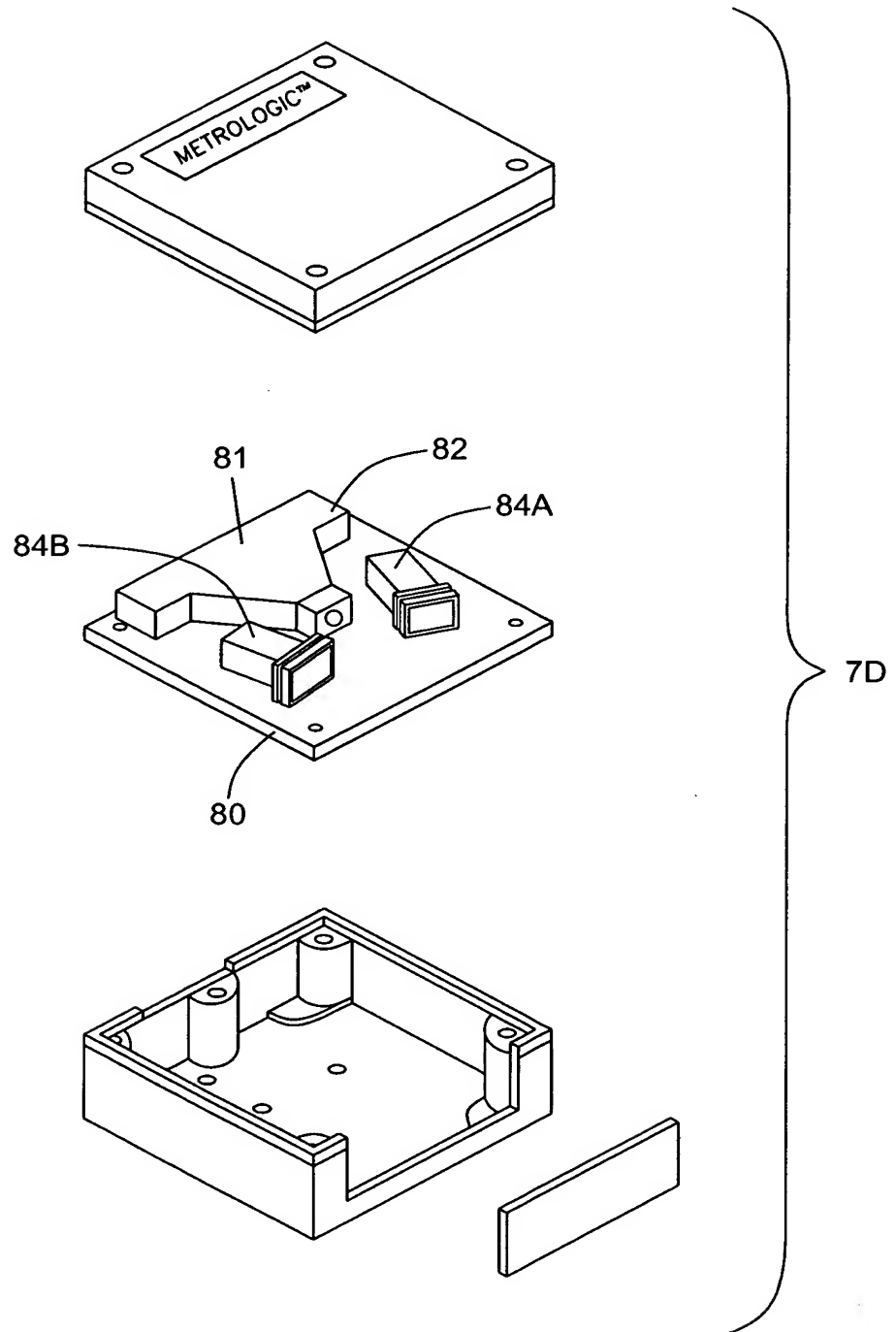


FIG. 14B

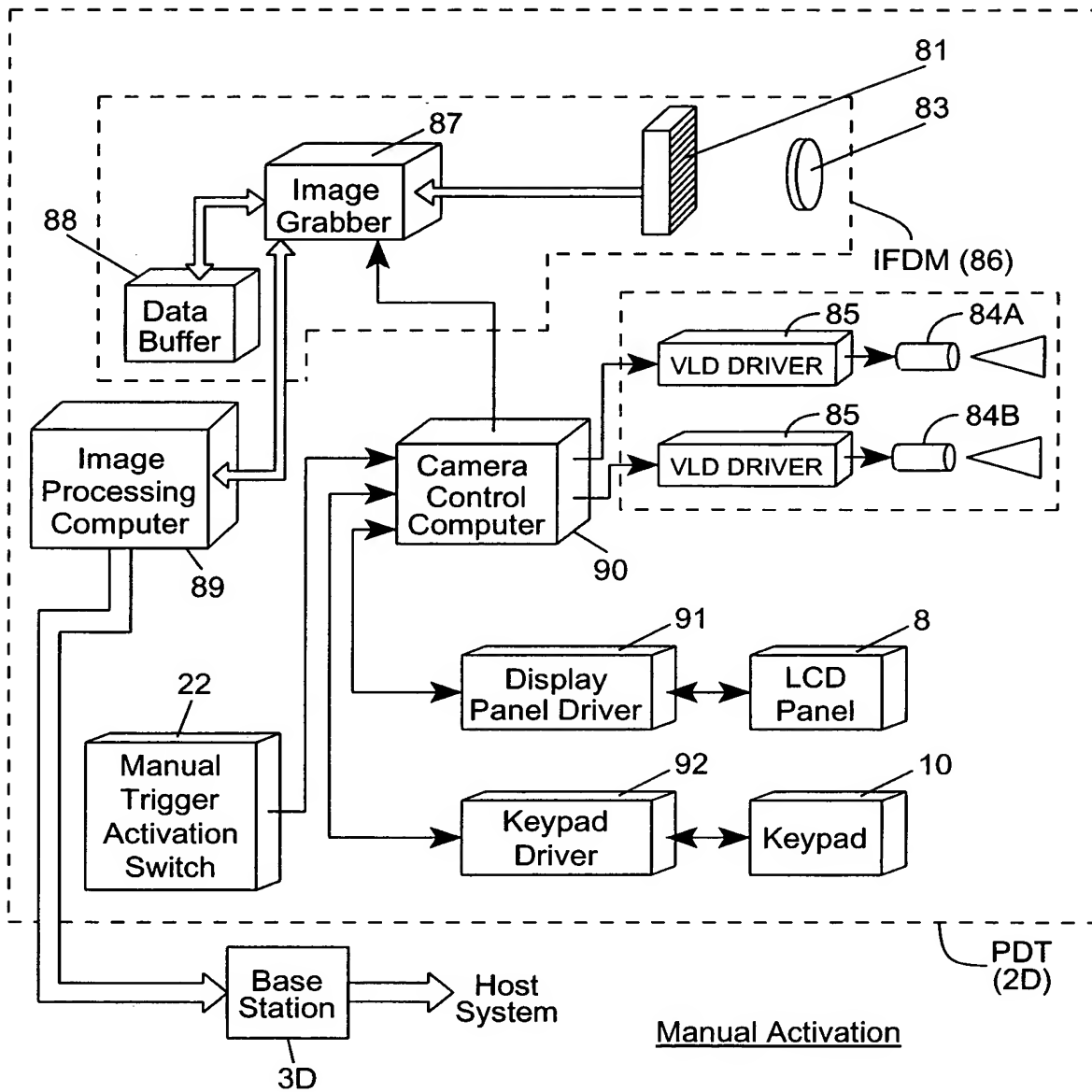


FIG. 14C

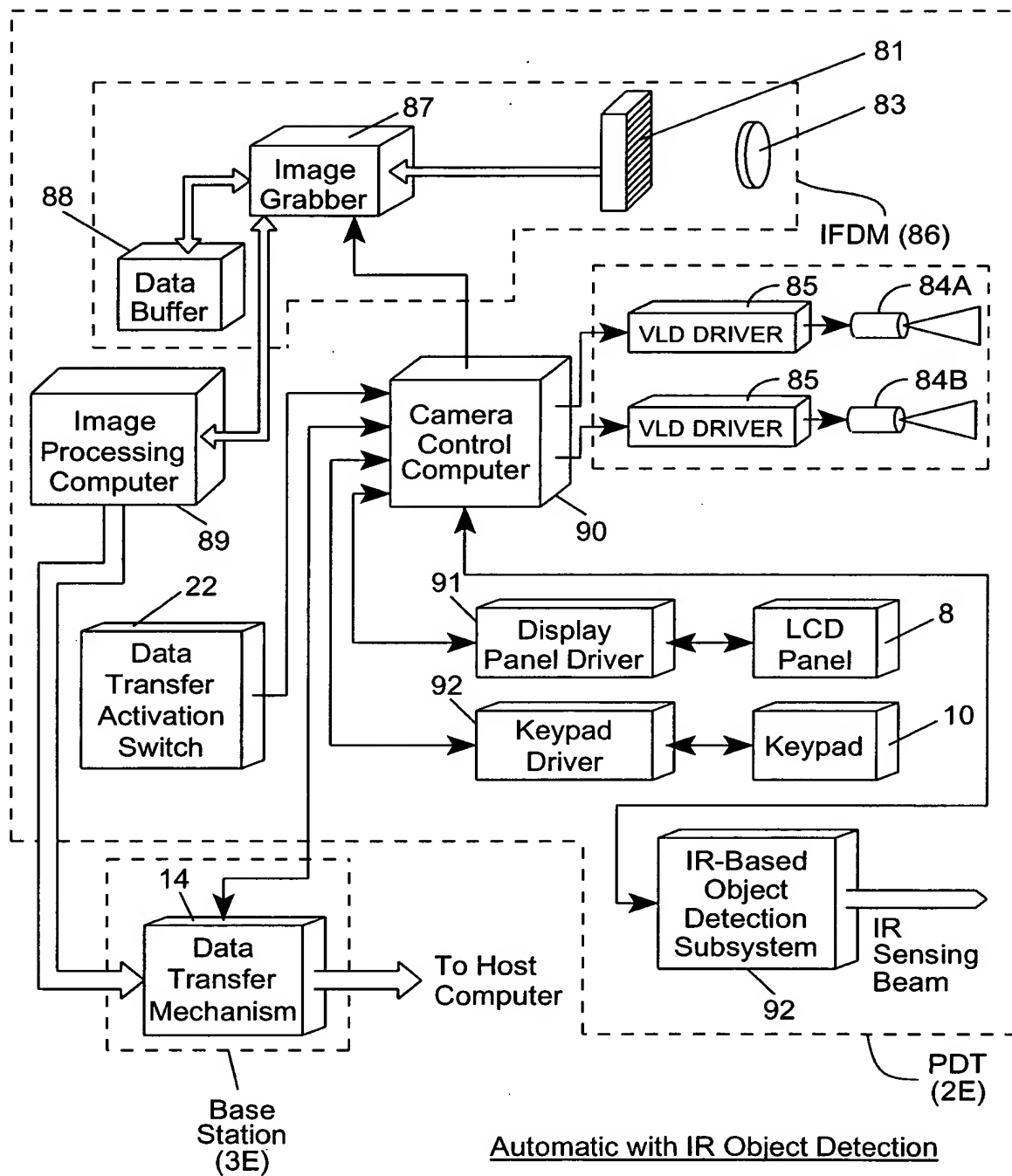


FIG. 14D

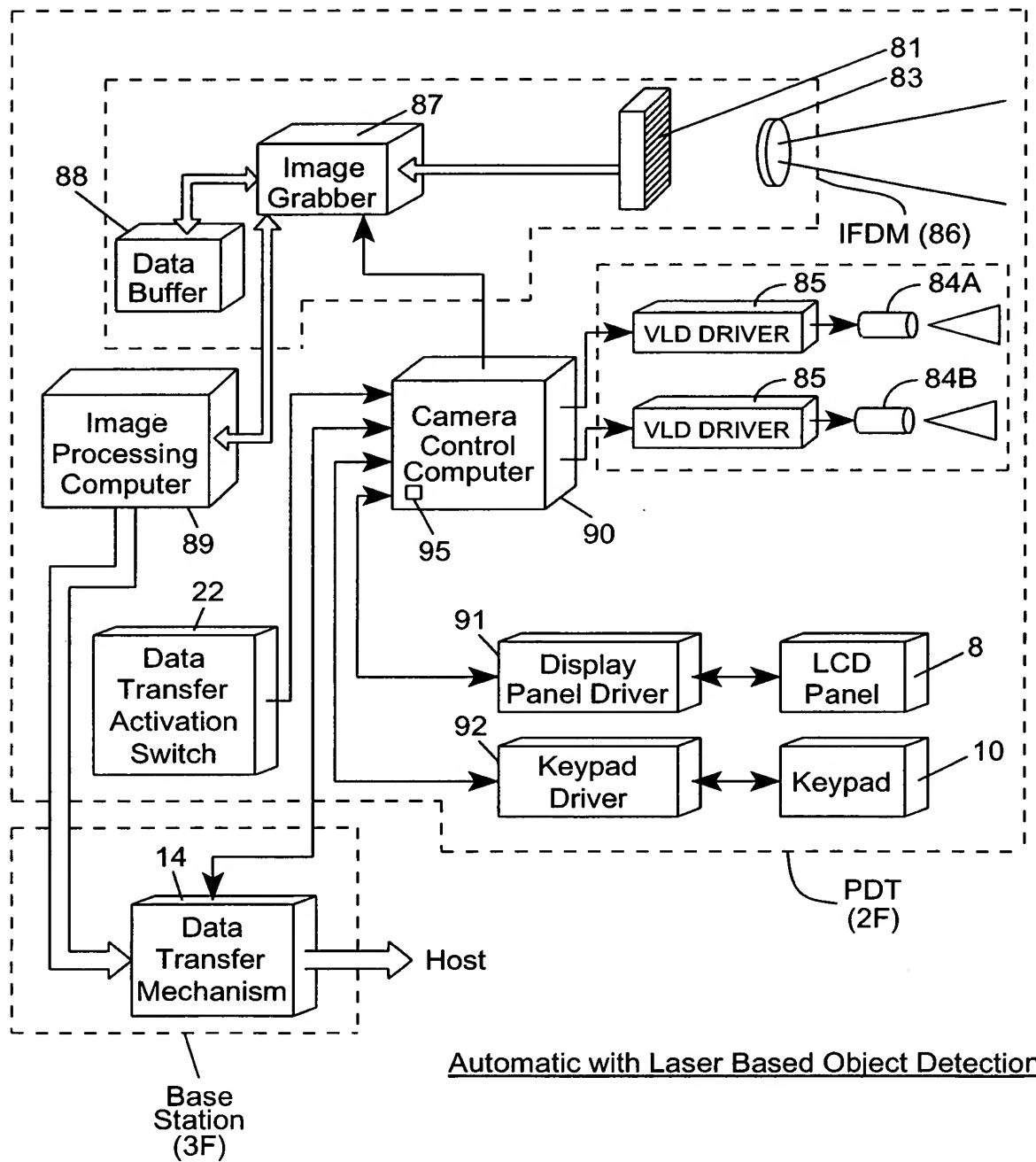


FIG. 14E

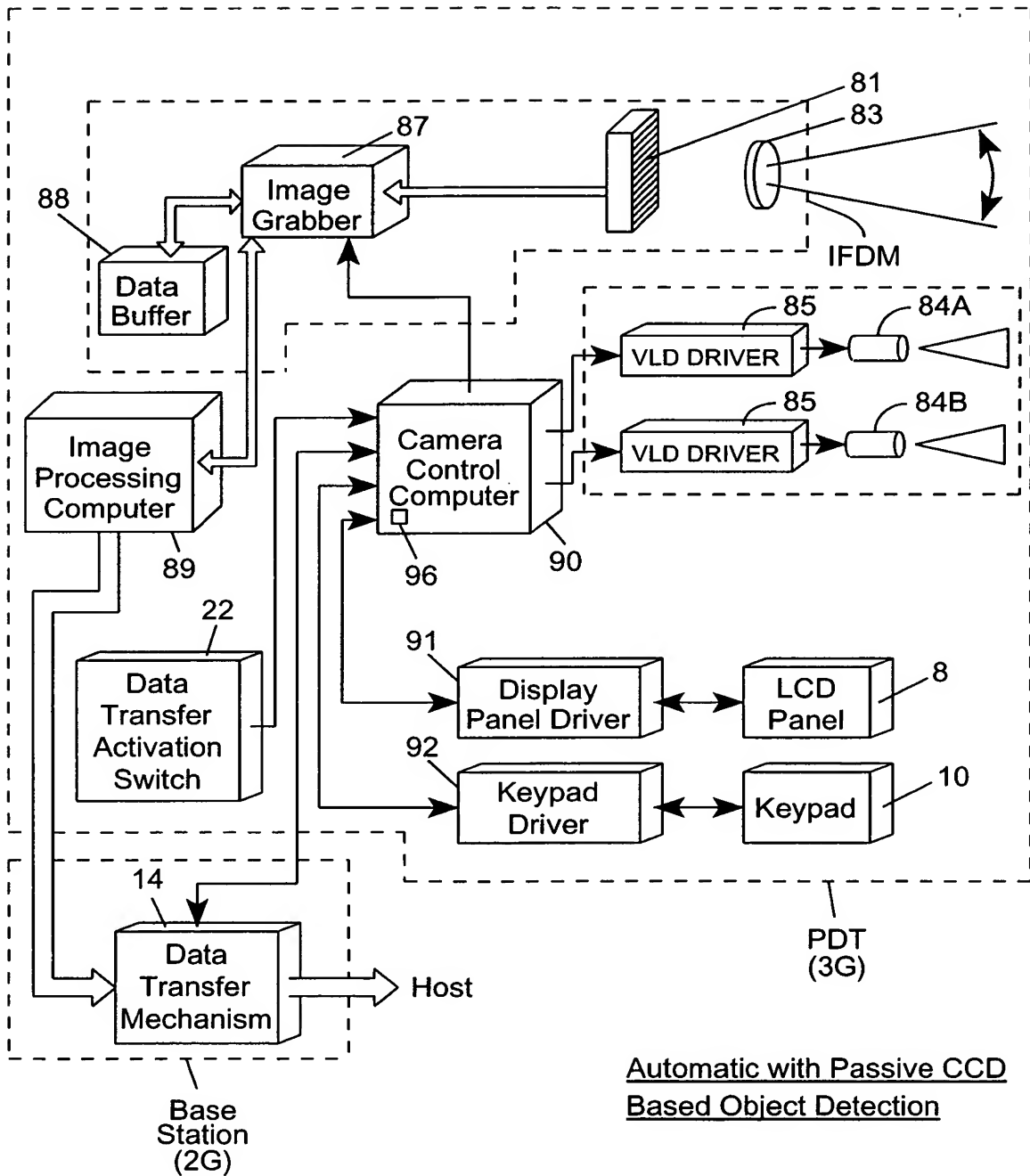


FIG. 14F

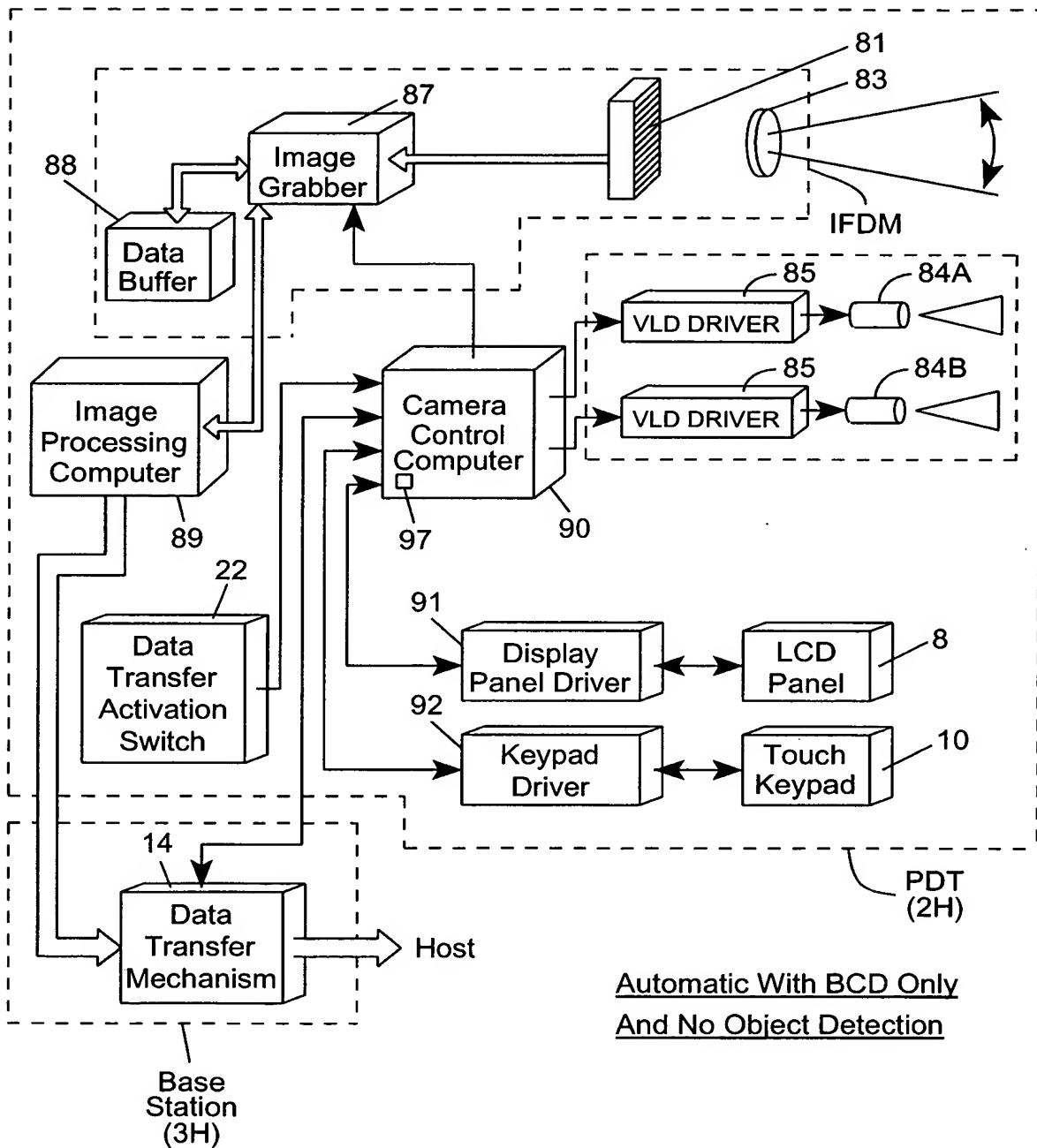


FIG. 14G

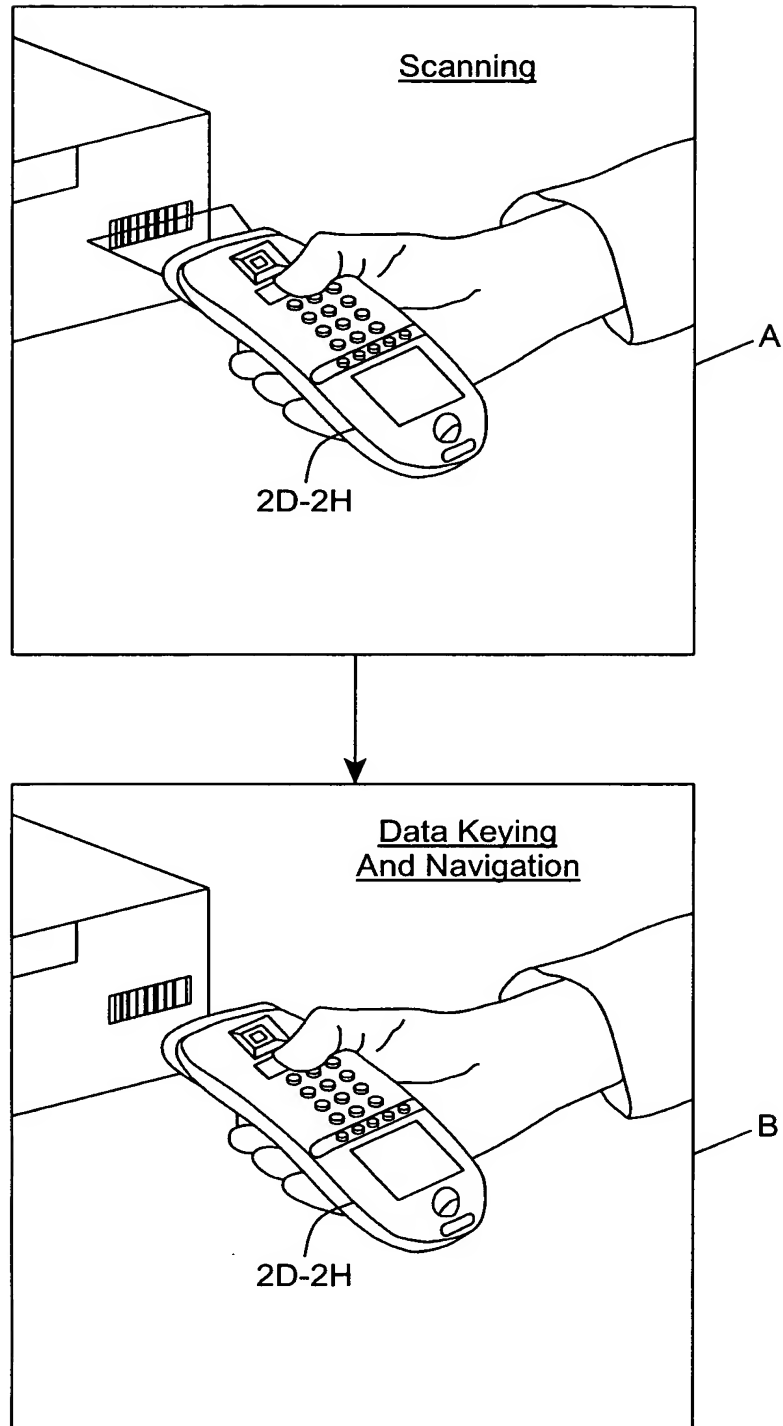


FIG. 14H

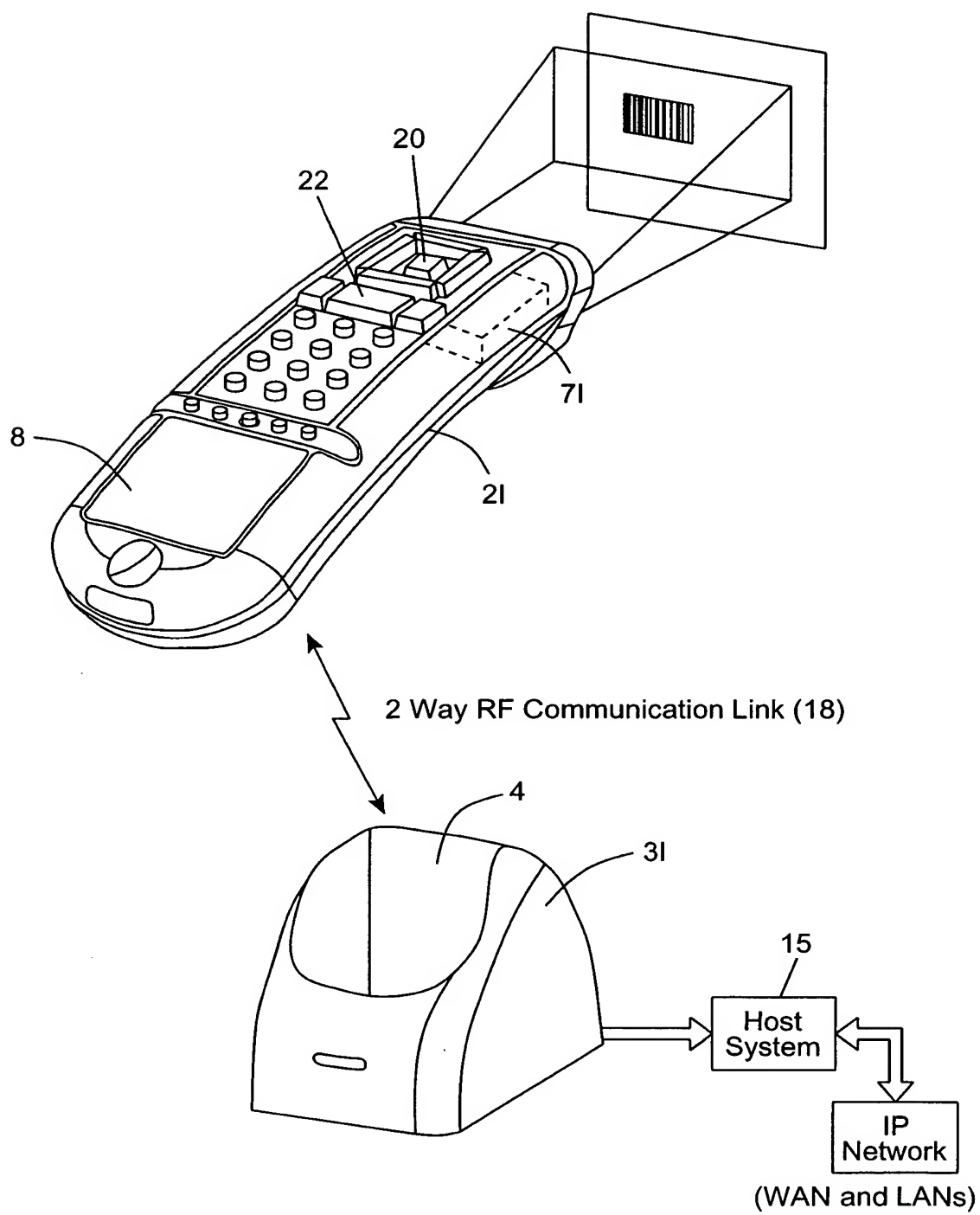


FIG. 15A

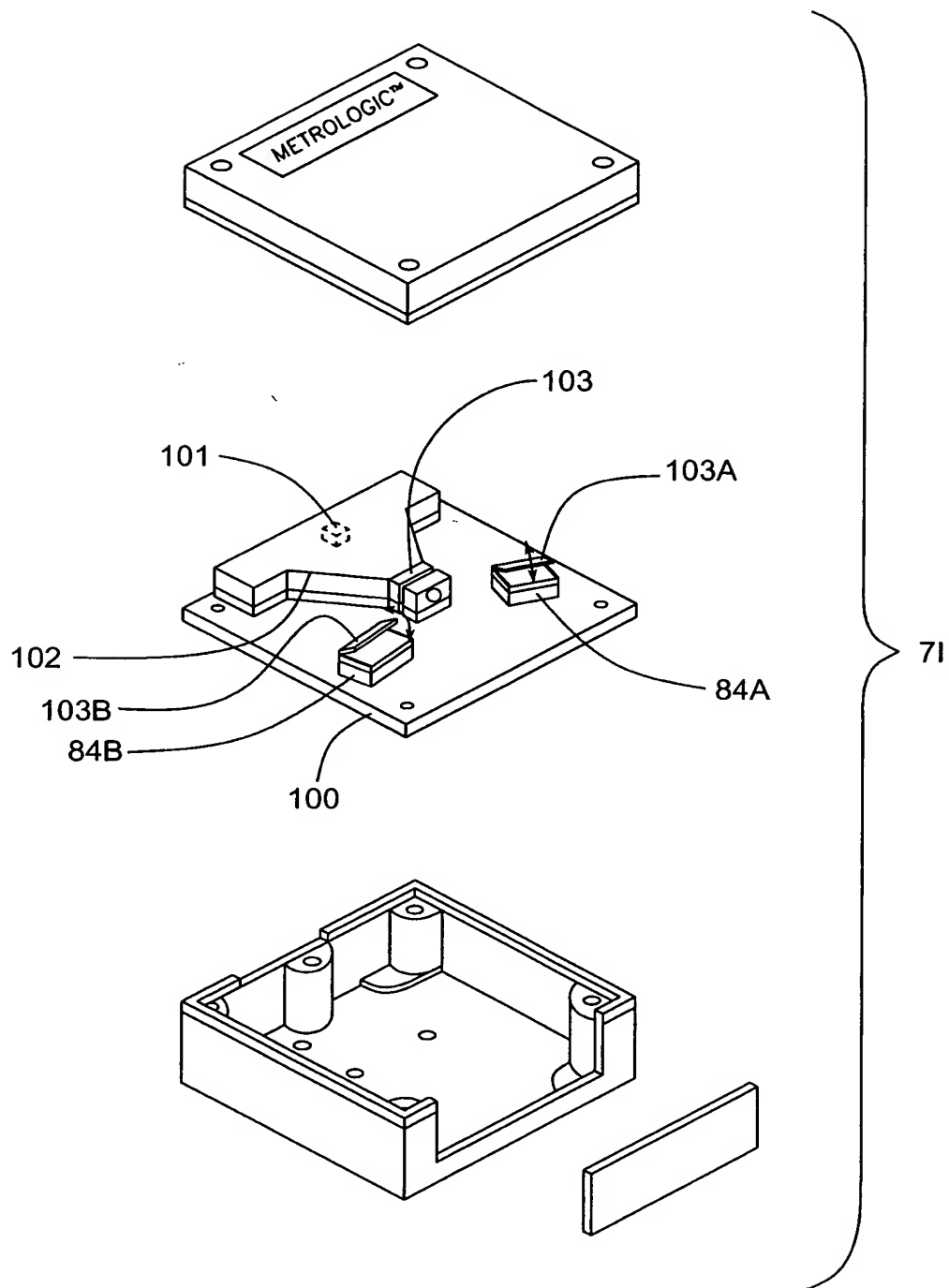


FIG. 15B

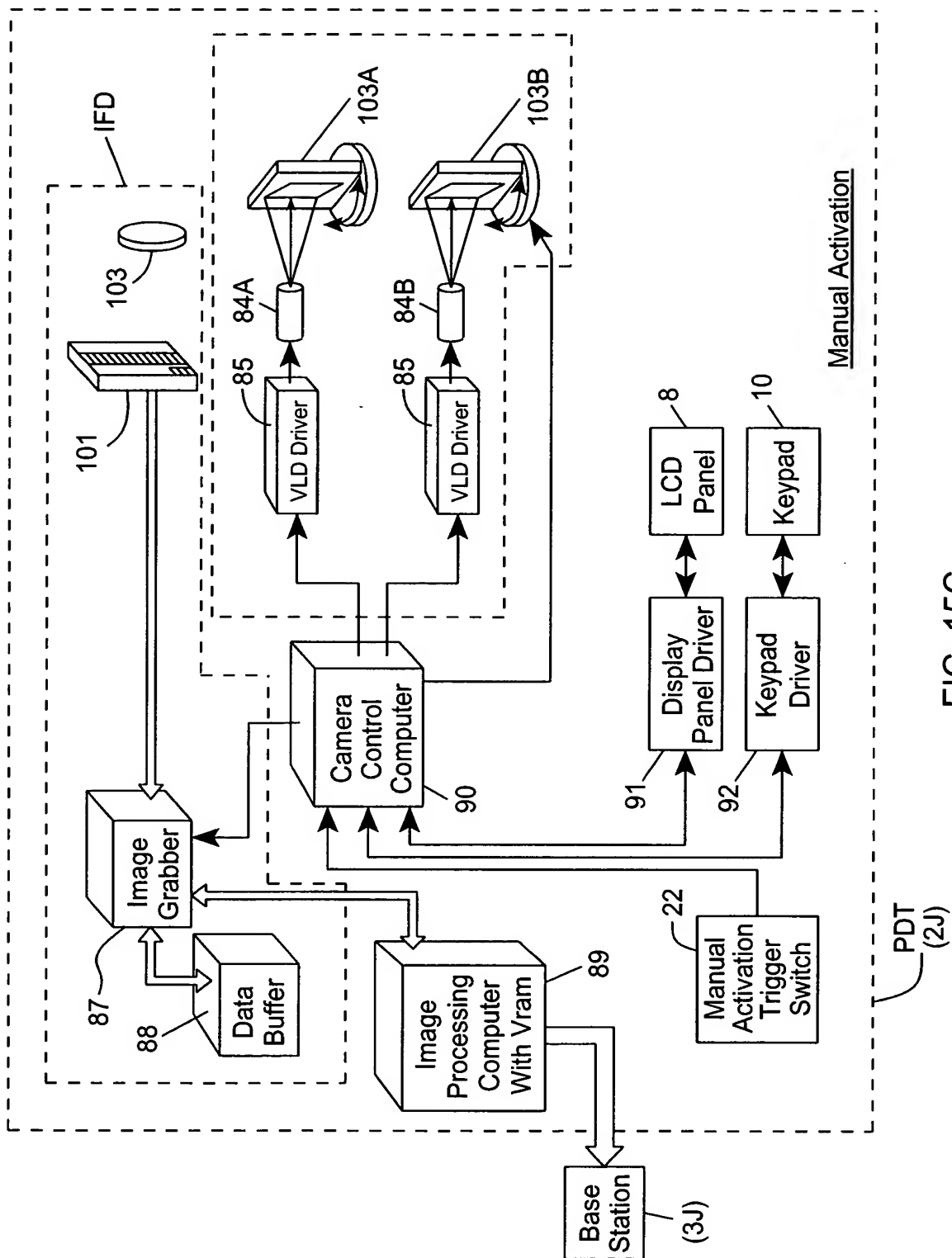


FIG. 15C

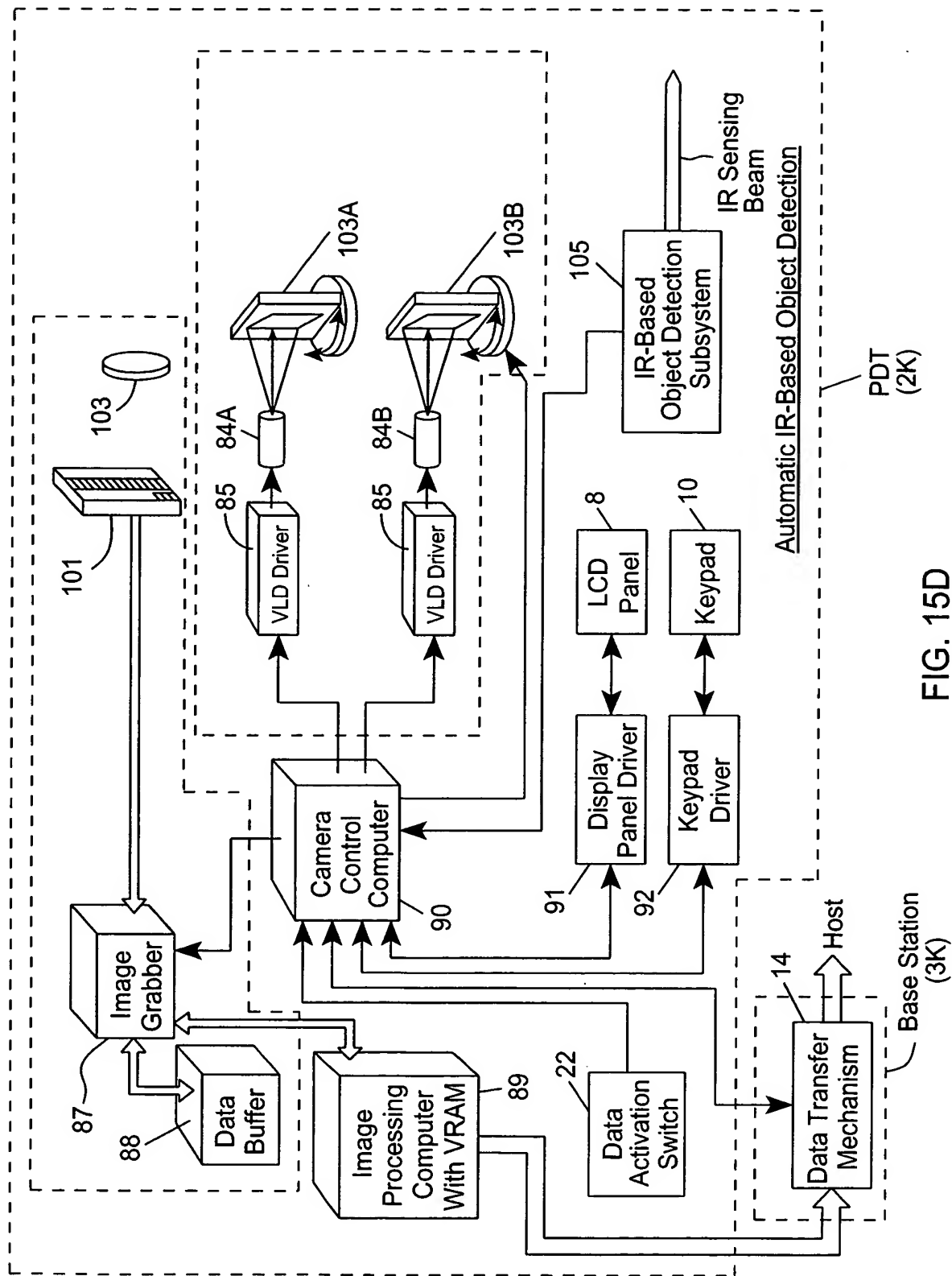


FIG. 15D

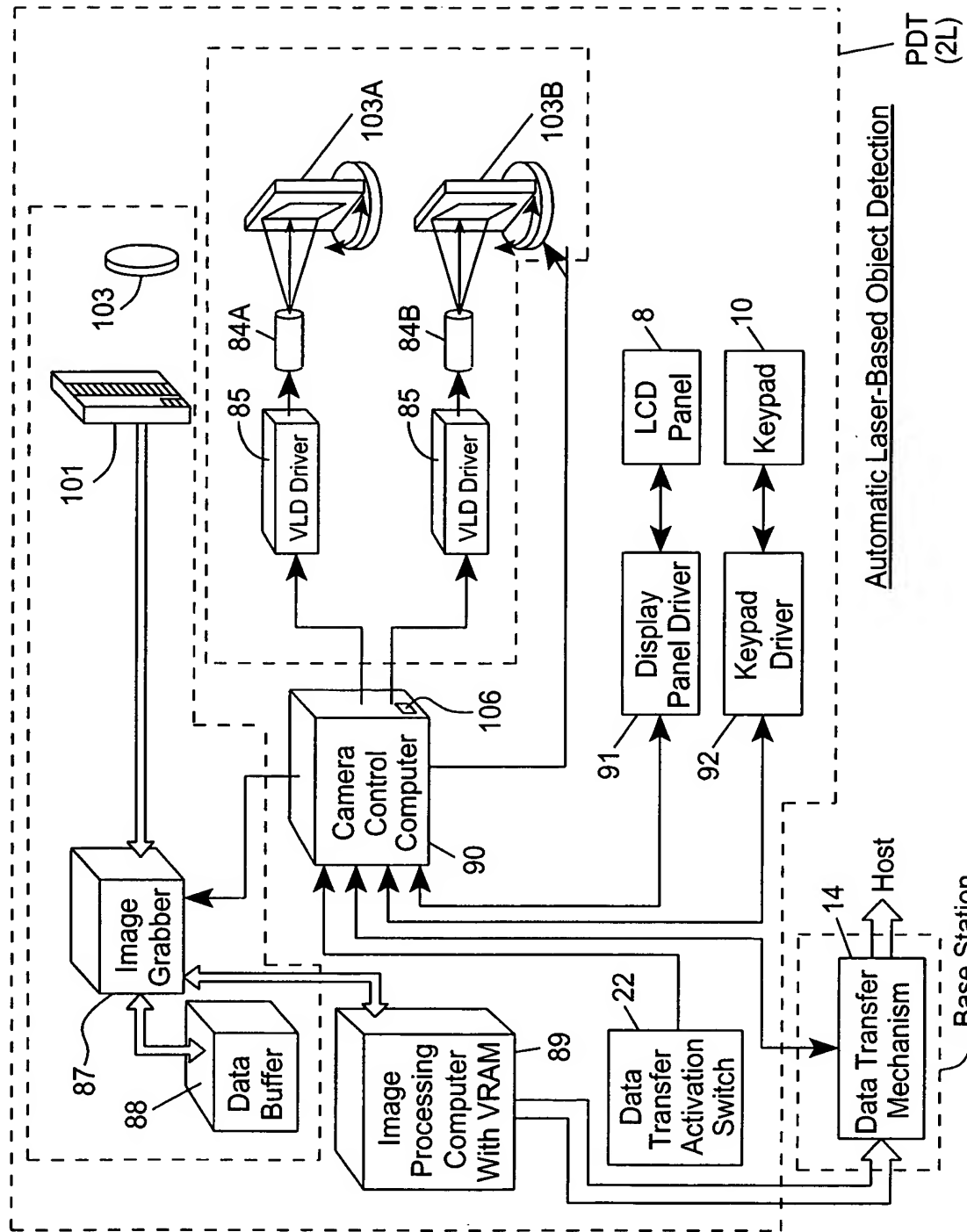


FIG. 15E

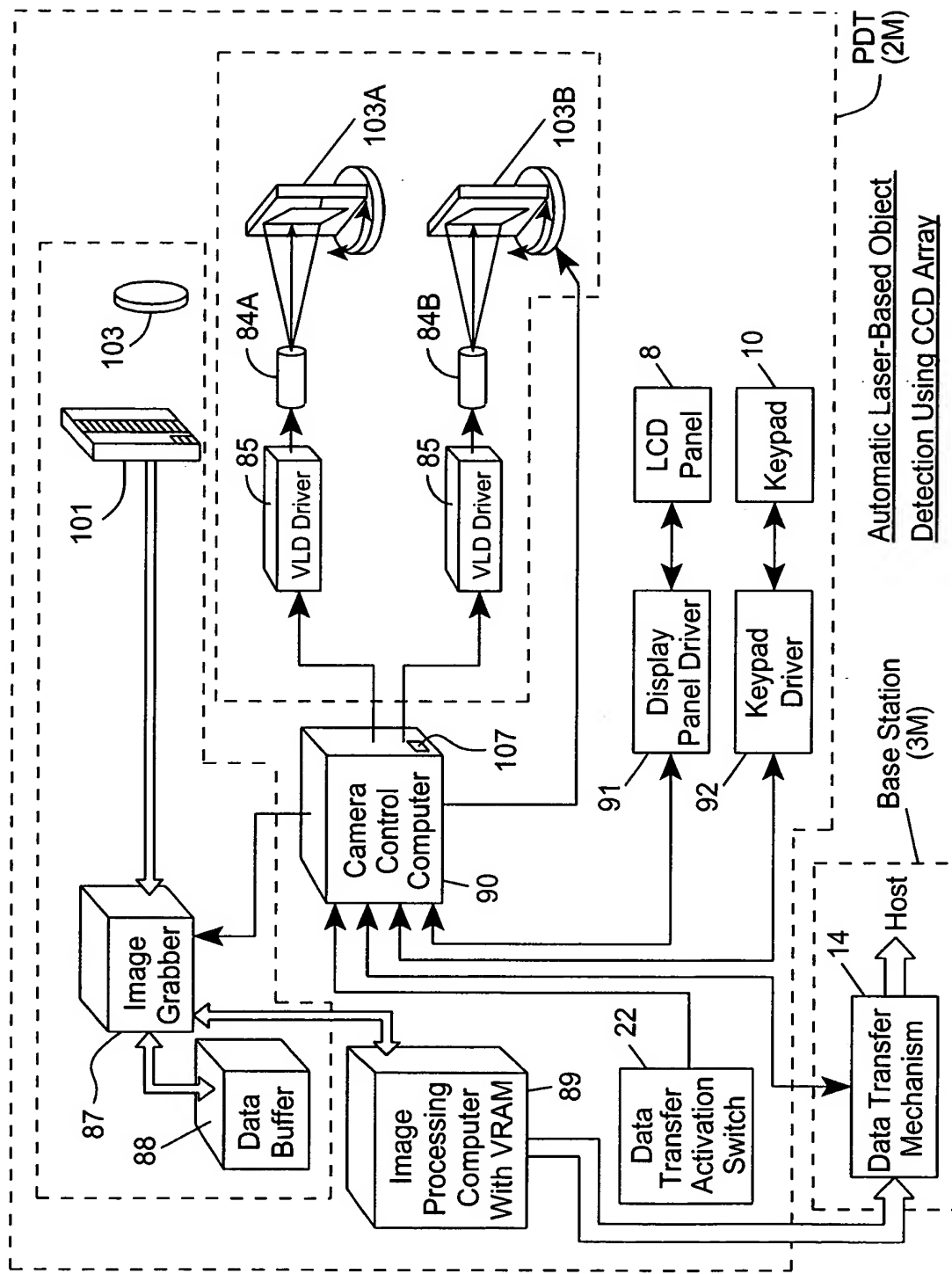


FIG. 15F

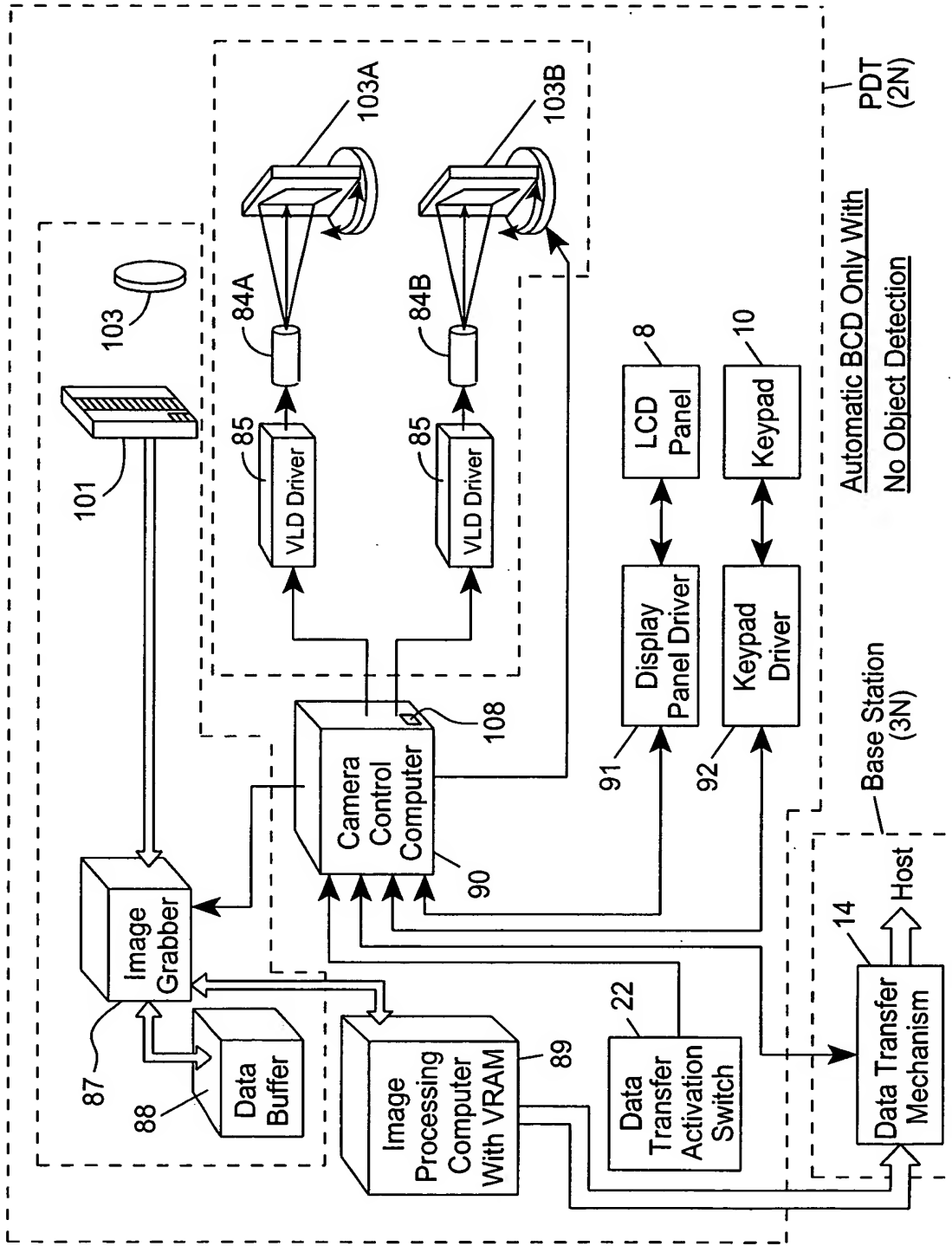


FIG. 15G

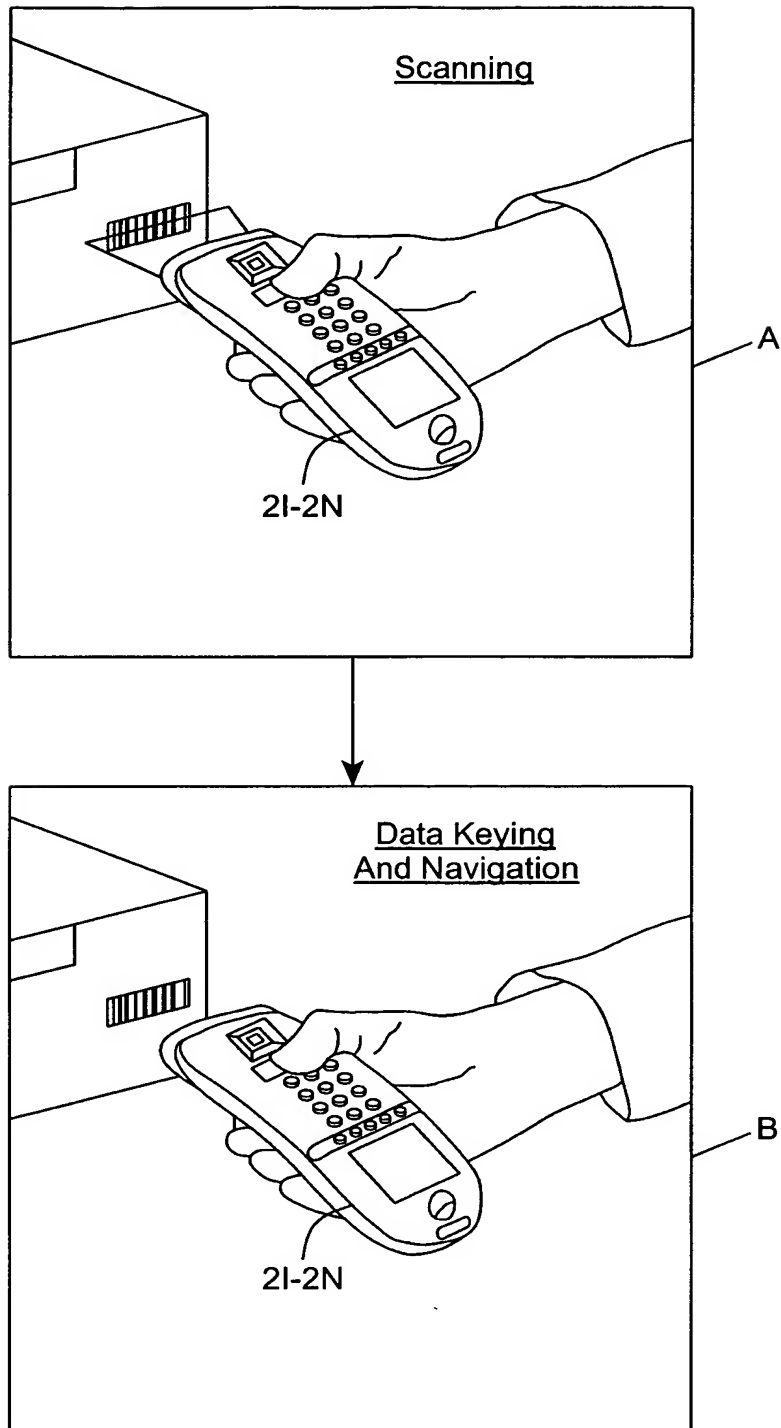


FIG. 15H